
1967

Detroit
Lions

1-25

PROCEDURE AT THE LINE OF SCRIMMAGE AND SNAP

1. Immediately upon reaching scrimmage line, interior lineman and "X" assume the fundamental position (crouched with elbows on knees.) Running backs line up with hands on knees.

Quarterback will say - 4-SET (or 5-SET IF ODD SPACING SHOWS). ON WORD SET, the above men will simultaneously assume a three point stance.

NOTE: INTERIOR LINEMAN CANNOT RAISE HAND ONCE IT HAS TOUCHED THE GROUND.

The Quarterback will then call a single digit number -3- then a double digit number -28- and then begin a "NON-RHYTHMICAL" COUNT - HUT——HUT-HUT.

EXAMPLE: 4-SET — 3 - 28 - HUT——HUT-HUT.

2. In huddle Quarterback may say "Down", then call the formation, play and snap count. In this instance, everyone will line up immediately in a three point stance. *make sure the plays aren't the checked off ones.*

EXAMPLE: "DOWN" SPLIT RIGHT - 49 NEAR GO ON "2".

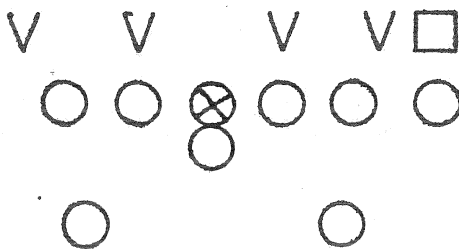
3. We will on occasion, go on the "First Sound". This can be done from either the "Fundamental" position or the "Down" position. Keep in mind that the "Down" position is not exclusively used to go on the first sound. We will use our regular snap count on it as well.

4-3

DEFENSE ALIGNMENTS

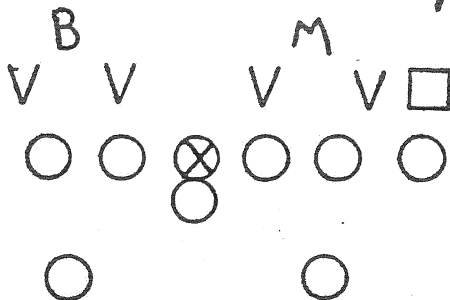
B

M



4-4

middle LB shifts

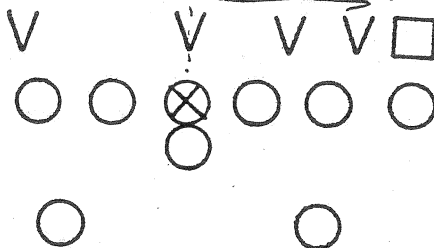


4-OVER

B

M

*over shifting toward your strength - 3
interior lineman towards
flanker*

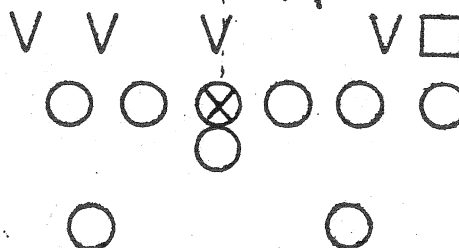


4-UNDER

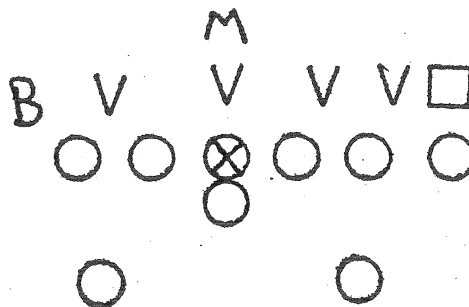
*under shifted to your
weak side*

B

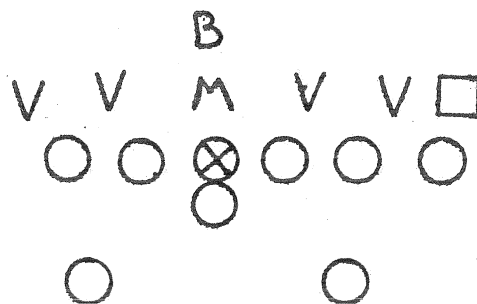
M



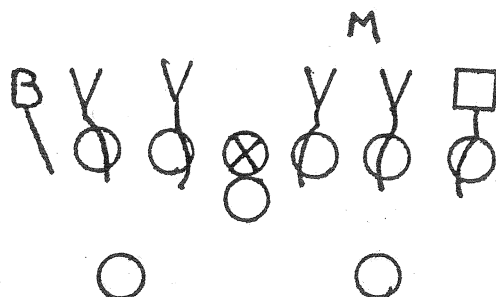
5-1 TACKLE



5-1 Mack



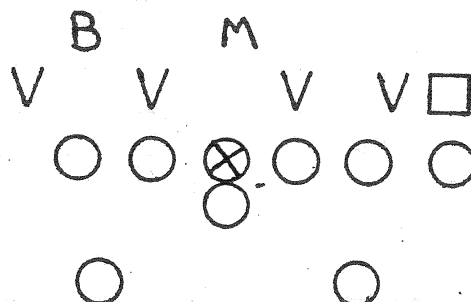
6-1



4-3 Crash

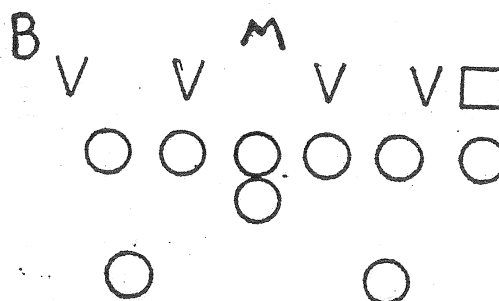
X

LINEBACKER ADJUSTMENTS - memorize



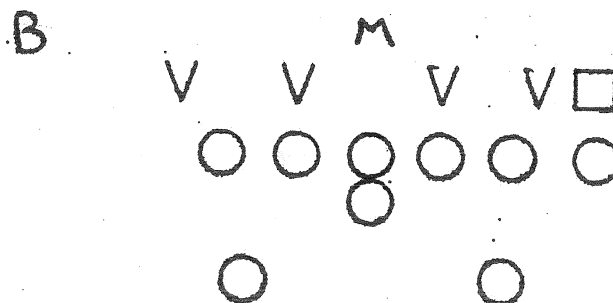
4-3 Hip

X



4-3 Walk Away

X



GENERAL OFFENSE

AUDIBLE SYSTEM

1. Audible Mechanics

- a. Our audible system is based on live colors given at the LOS. For example: If the live color is blue and the QB says "Blue" at the line, then the next thing he'll give is the new play.
- b. Whenever a live audible changes the original play, our snap will automatically be on "2" (second Hut),
- c. When the snap count is Quick Count (Color), it is not possible to audibilize to another play.
- d. If the snap count is "1" (Hut), it is not possible to audibilize a second time. If the snap count is on 2 or more, then the QB might audibilize a second time by simply calling out any color for the 2nd audible. On the 2nd audible, all colors are live and we automatically snap the ball on 2 (second Hut after audible).

2. Examples

Huddle Call: F Rt 19 on 2 (Blue - Live)

Line Call: Red = Backs shift
38 = Dead Call
Set = Line Set
Hut
Hut = Ball Snapped

Huddle Call: H Rt 38 on 3 (Blue - Live)

Blue-Live = Backs shift
19 - Change play to 19 (Auto to 2 Hut)
Set - Line Set
Hut
Hut - Ball snapped

Huddle Call: I Rt 38 Ride on 3 (Blue - Live)

Red = Backs shift
19 = Dead Call
Set = Line Set
Hut
Blue = Live Call
50 Lead = Change play to 50 Lead
Hut
Hut = Ball snapped

Huddle Call: I Ride 38 on 2 (Blue-live)
Red 19 - Red 19 (Dead Call - Backs Shift)
Ready - Set = Line Set
Hut
White 36 - White 36
Change play to 36
Hut
Hut = Ball snapped

3. "CHECK-WITH-ME"

a. If Called in Huddle:

- (1) Formation will be called in huddle
- (2) Play will be called at L.O.S.
- (3) Regular on-ball procedure will be used. Any color is live.
- (4) Ball is automatically snapped on 2nd count.

b. No Huddle: To conserve time at end of half and at end of game.

- (1) All plays are called at L.O.S. unless time is out. Then we will huddle.
- (2) Linemen will immediately assume 3 point stance.
- (3) The play will always go on quick count.

4. The Color for the Training Season will be _____

7-26

RUN AUDIBLES

1. 34 - 35 = Blue unless different blocking called by linemen.
- ✓ 2. 24 - 45 = Blue Lead.
3. 48 - 29 = Flip.

PASSING AUDIBLE CODE

60's = Green

70 ODD = Brown Left - Right (Weakside). Example: 71-73-75

70 EVEN = Green Right - Left (Strongside). Example: 70-72-74

80's = Black.

BASIC AUDIBLES

- ✓ 60 - HITCH
- 61 - HITCH OUT = FIRE SERIES
- 62 - SLANT
- 66 - "Deep" Pass = Split End - Go, X Over, Flanker Post.
- 73 - Brown Left - Right = Split End - Post, Back - Flat & Go, X - Slo, Flanker - Go.
- 74 - Green Right - Left = Flanker - Short Post, X - Over, Back - Arrow, Split End - Post.

*1 - Split Rt - 24 T called vs. an under = check it to a 45 Blue Lead.

2 - Opp. Rt. 48 Flip vs. an under = check it to a 45 Blue Lead.

*3 - Split Lt - 45 T called vs. an under = check it to a 24 Blue Lead.

4 - Split Lt - 29 Flip vs. an under = check it to a 24 Blue Lead.

5 - Right formation 34 - check off on any defensive shift to strong side - any strange "busted" formation.

6 - Left formation 35 → same as above 34

07- 74 audible: Is a call to either side, designates
flanker to run a short post, X-man inside quick and
over, 4 back arrow, split end post.

TWO MINUTES

Probably the most important part of a ball game is two minutes to go in either half. Many a game is won during that vital time. It is not only imperative for the team captain to know when time is out, and whether the clock starts with the snap or with Referee's whistle, but for each individual player also. Time outs must be saved for these periods. A team that can handle itself through this period without confusion and frustration will be a champion.

Each ball carrier should think in regard to getting as many yards possible and then getting out of bounds. Needing a touchdown or field goal might be played differently. The ball carrier would be more conservative in going out of bounds in playing for a field goal. Only the captain may legally secure a time out for his team.

QB - if less than 30 seconds to go and we are ahead and expending time, let the clock run out without running a play.

QB - if very little time left (seconds) it is 1st, 2nd, or 3rd down, stop the clock by overthrowing a 72 out-of-bounds. The final play can be called without the time expiring.

K.O. Returners - Check to see if kick is to be run out of end zone. Time is in as soon as ball touches in field of play.

At the end of the 2nd or 4th quarters, offensive team come to coach for plan attack. Must have play ready to go as team goes in.

Time out after a fair catch - ready to run play as time is in with Referee's signal.

The following points are important in the last two minutes:
(Notification of two minutes - time starts with snap.)

1. Watch is not started after score until kick off is legally touched.
2. On a rolling punt, down the ball quickly in order to stop clock.
3. After 4th time out, clock starts with Referee's whistle.
4. Prior to last two minutes, a time out in excess of three is a foul unless for an injured player, who must be removed from game, time starts at Referee's signal. (QB designates player to become injured before the play starts.) QB must have team line-up ready to go after removal of player.
5. During last two minutes of either half, one time out for an injured player who must be designated by captain and removed in excess of three time outs is allowed. Any subsequent time out under same condition is penalized five yards. Time is in with Referee's signal but they cannot start the play until 10 seconds has run off on the clock. Do not use with 10 or less seconds remaining. During these 10 seconds, fouls by the offensive will not stop the clock and the half can end during this 10 seconds waiting period. Neither team is permitted to unduly delay the Referee's ready signal. (Not getting into position on their side of the line.) During last two minutes

TWO MINUTES (CON'T)

5. (Continued)

of either half, if score is tied or team in possession is behind in score and has exhausted its legal time outs, an additional time out may be requested and granted under the same conditions as above. Clock shall start with Referee's whistle upon removal of injured player from field, and ball cannot be put in play until ten seconds have expired. Game can end before snap if less than ten seconds remain.

6. Clock starts with Referee's whistle. Be lined up and ready to go.

7. Referee must notify captain and Coach of three time outs.

8. Automatic time out upon captain asking or discussing measurement for first down.

9. Remember - to stop clock after time outs are gone:

1. Incomplete pass

2. Foul

3. Out-of-bounds

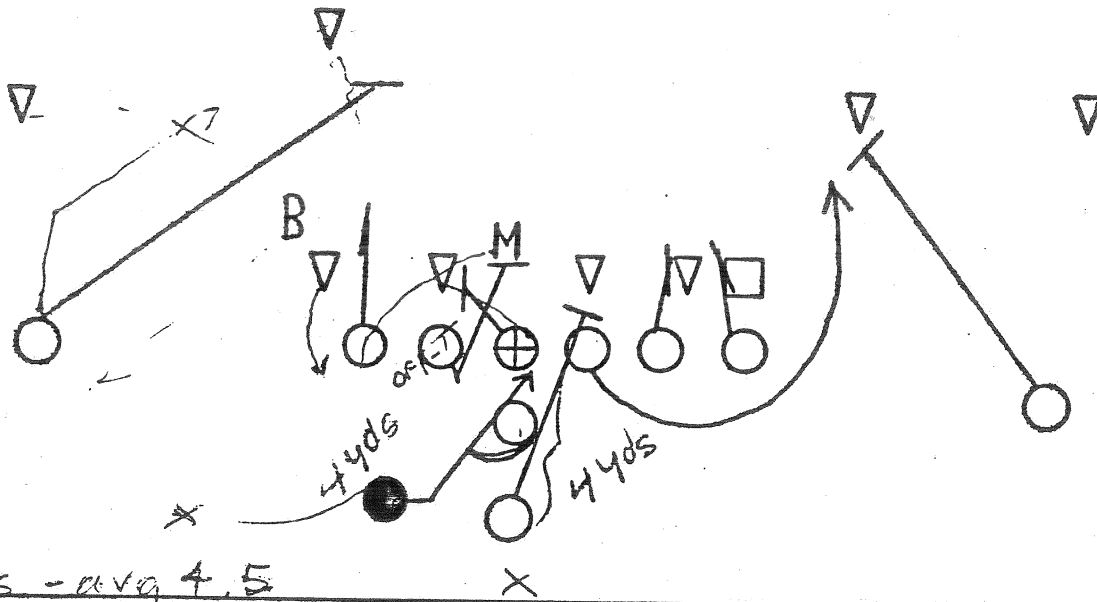
4. A score

5. Lateral pass out of bounds

6. Injured player

7. When passer is downed behind line (give receiver time to get back)

8. For undue delay in pile up
(Time is in with Referee's Sig.)



ON T - Turn out end.

ON G - Pull with medium depth - turn upfield outside X and become blocker.

C - Block back on tackle.

OFF G - Short dropstep - thru for middle backer.

OFF T - Wall.

X - Aggressive block on LB'er - drive him. (If he blitzes from outside you - release and block strong safety.)

8 - Block free safety.

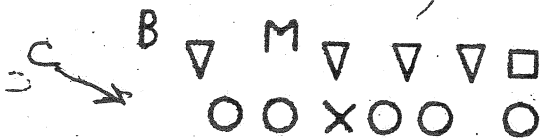
9 - Block strong safety.

4 - Lateral step - drive to hole after taking ball. (Crab step)

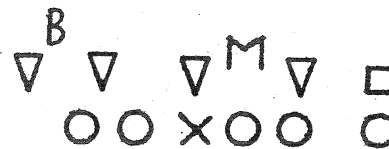
3 - Cheat over to inside foot of ON G. Drive at Defense tackle and blast him out. Stay low and be ready to cut him.

QB - Front to #3 and pivot - hand off to #4.

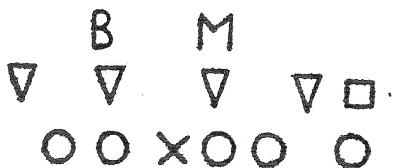
S 4-OVER check to 3<



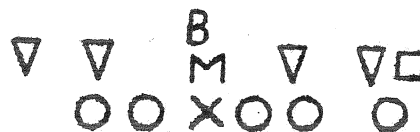
4-UNDER check to 47



4-4 check to 34



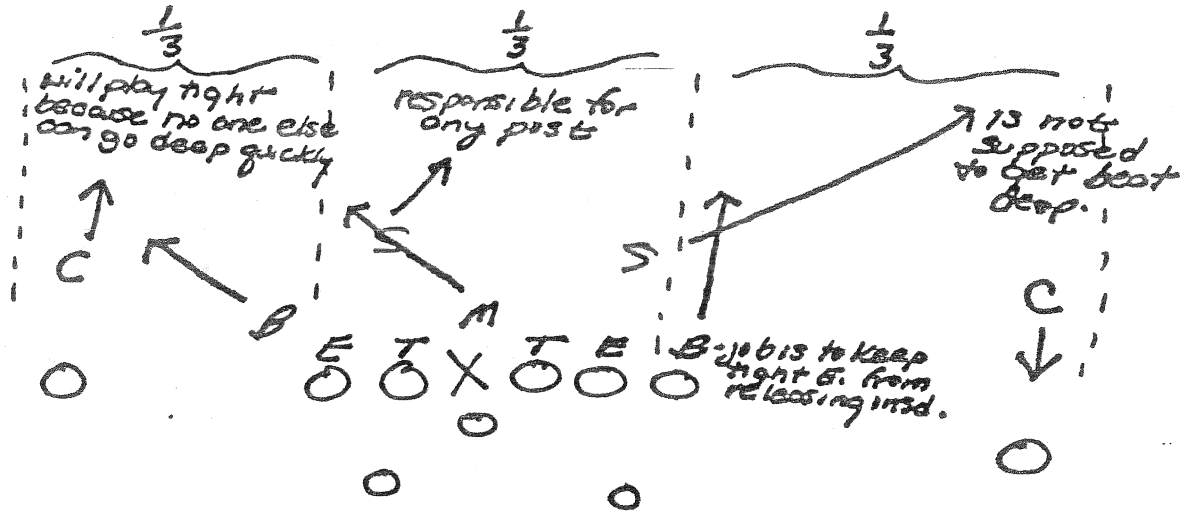
5-1



DETROIT LIONS OFFENSIVE CATEGORIES

SLOT
SLOT DOUBLE
STRONG SLOT
PRO SLOT
SPECIAL RUNS
SPECIAL FORMATION
PASSES--BY TYPE (GREEN, WHITE,)
SPECIAL PASSES
SCREENS AND DRAWS

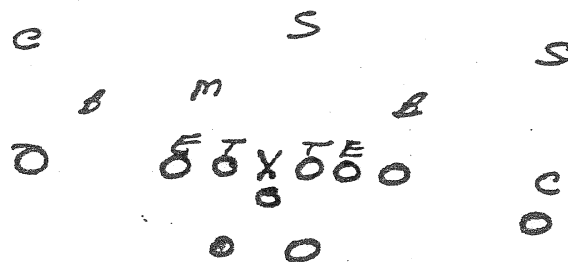
ZONE



Strong safety & middle L.B. will tell you if it's a zone or man to man

S.S. will release T.E. & go deep outside (or come up on safety zone)
 m.B. will go weak

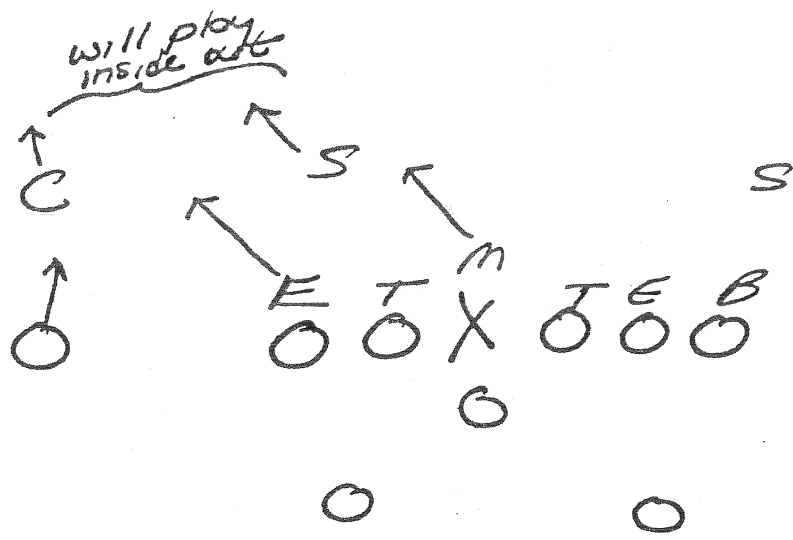
Looks Like After Ball Is Snapped



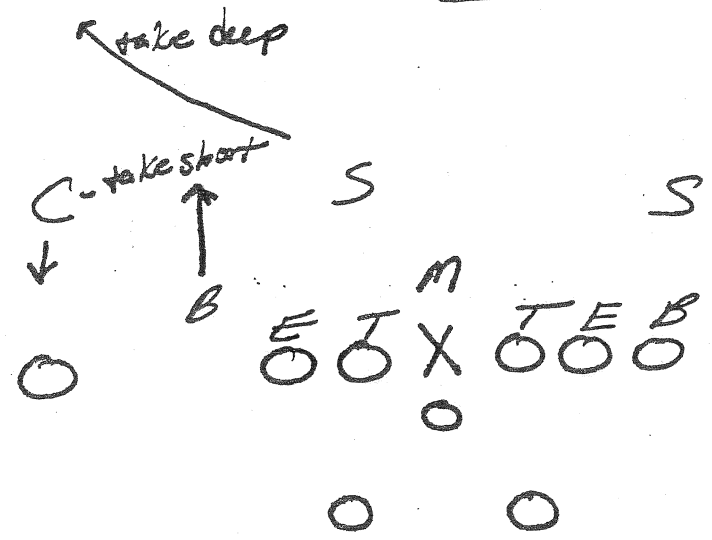
all

Double cover

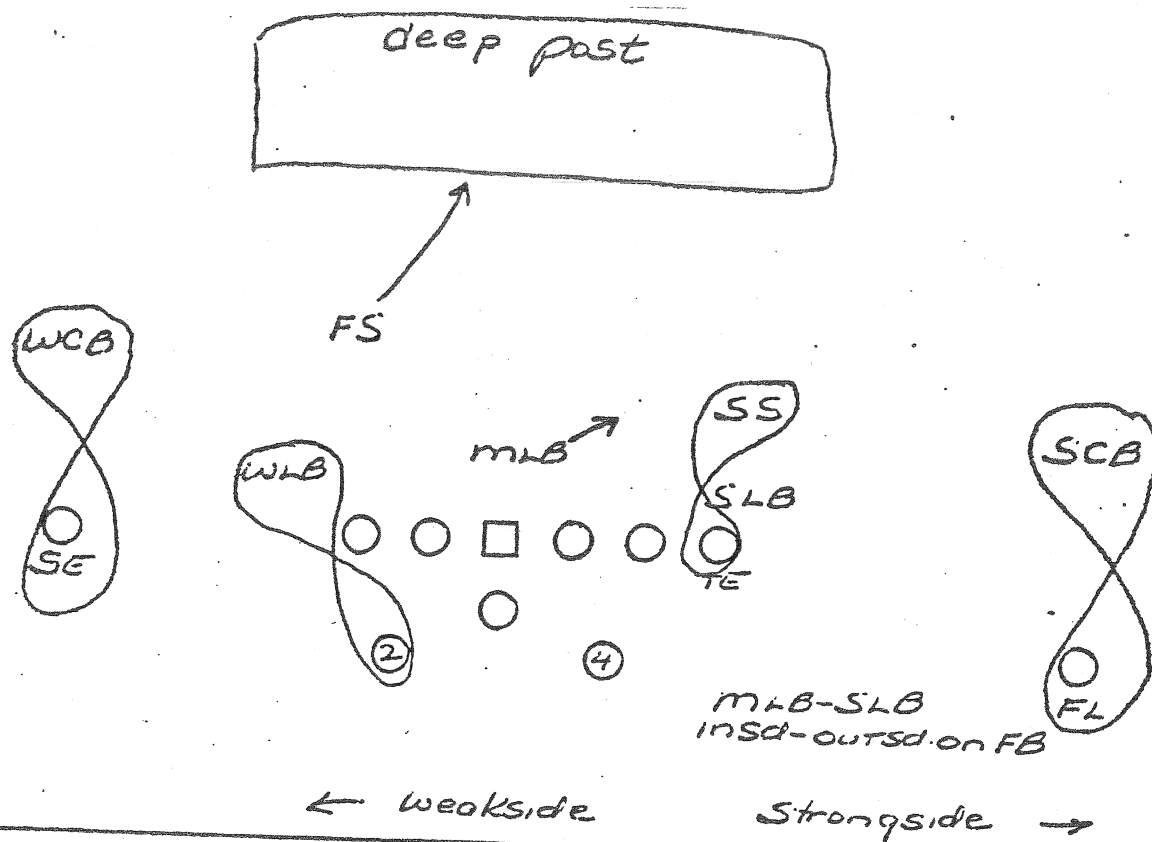
will use
when we use split
formation and green
action.



Double Trick

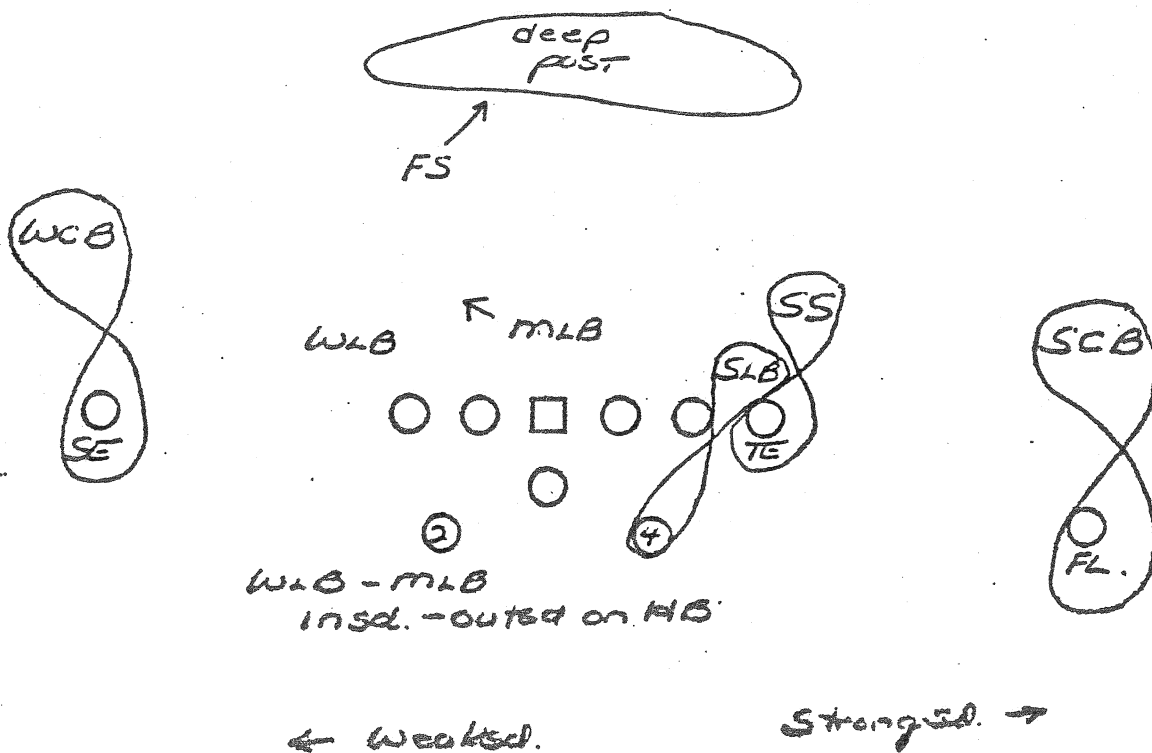


Description of man coverage - MLB Strg.



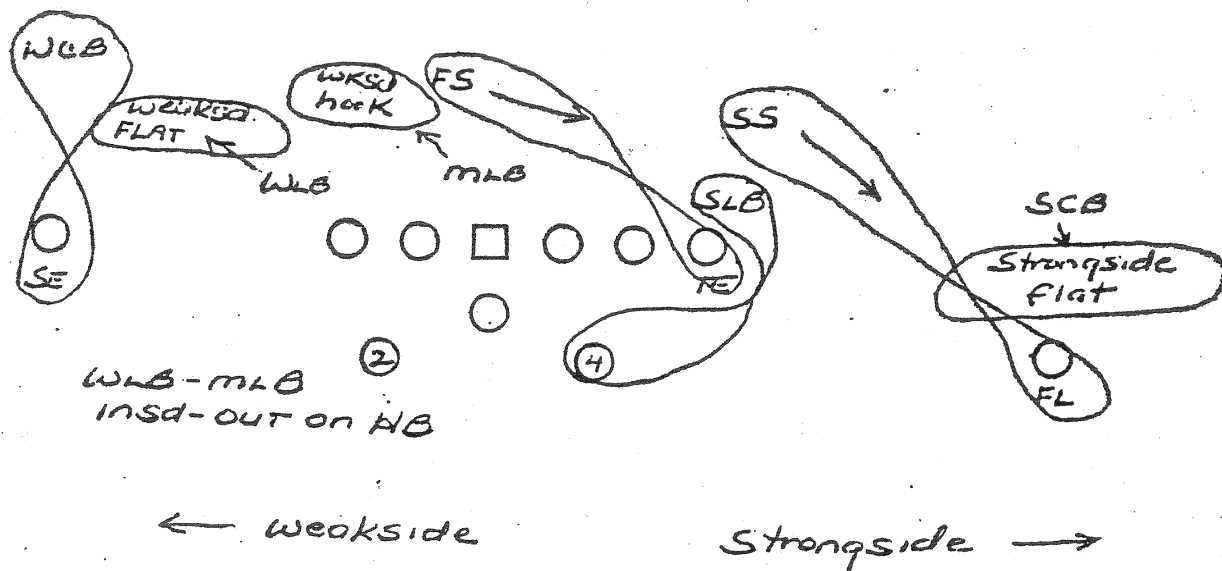
Cover 3

Description of man coverage - MLB Weak



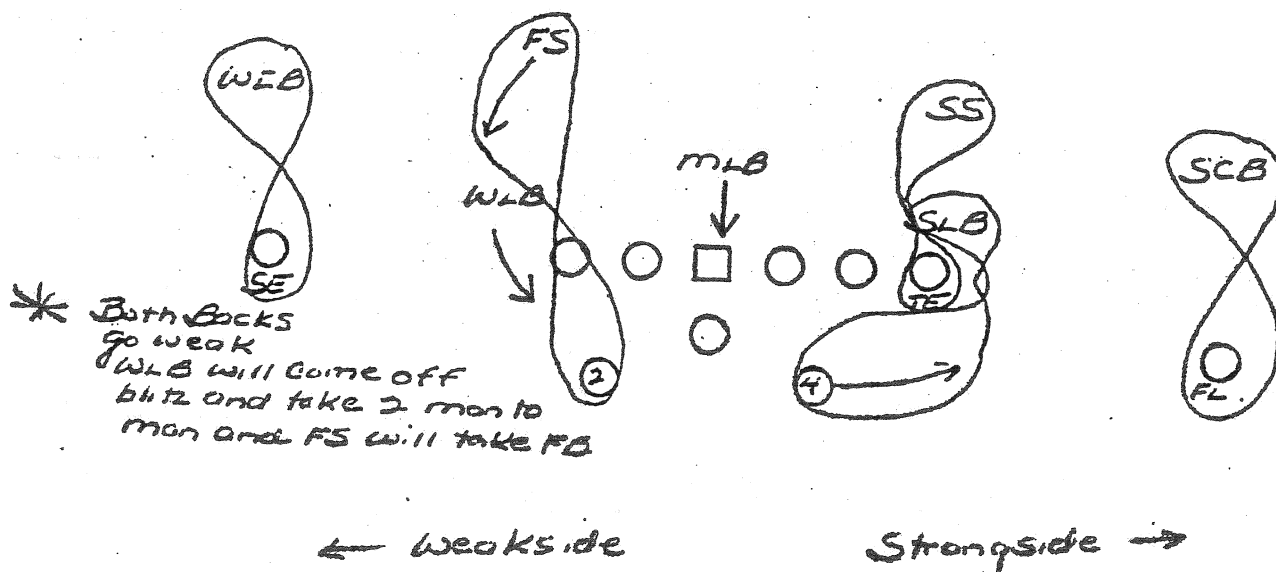
7 WEB

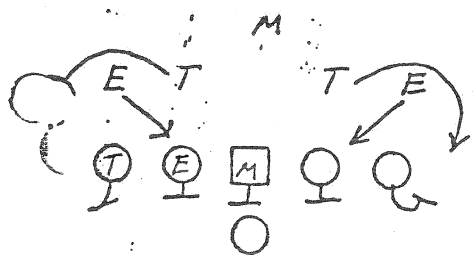
DESCRIPTION OF A COMBINATION



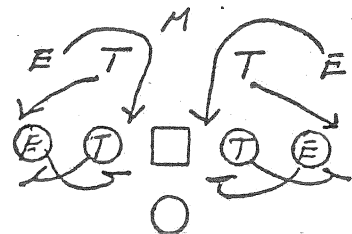
BLAST

DESCRIPTION OF A MLB and WLB blitz

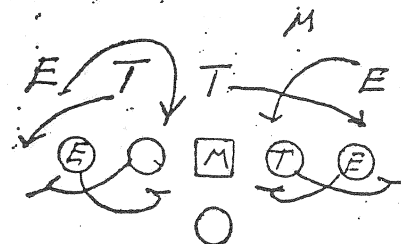
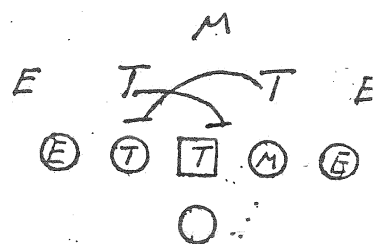




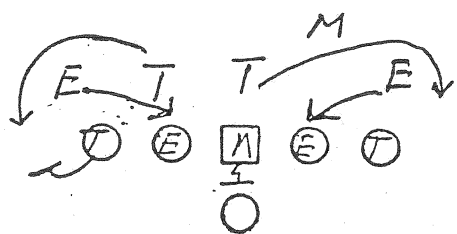
END FIRST (AREA)



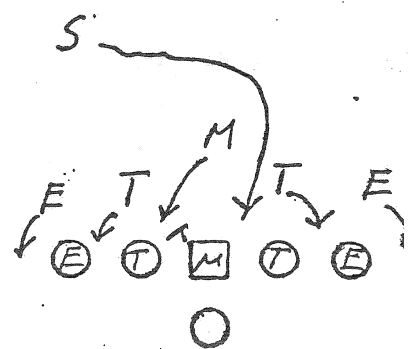
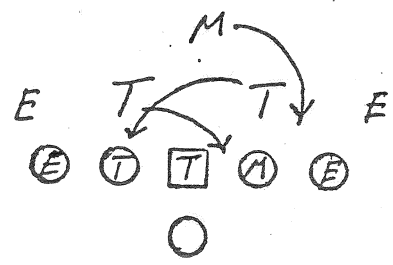
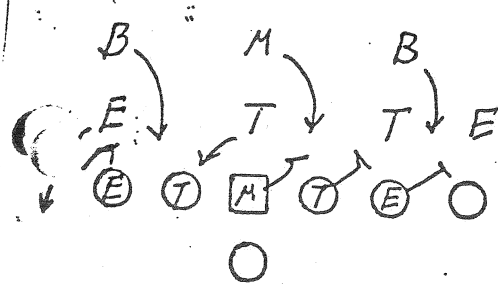
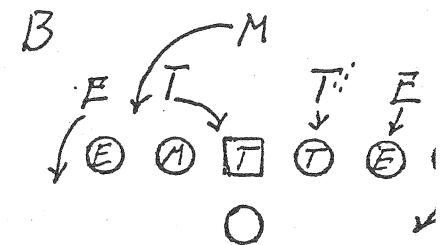
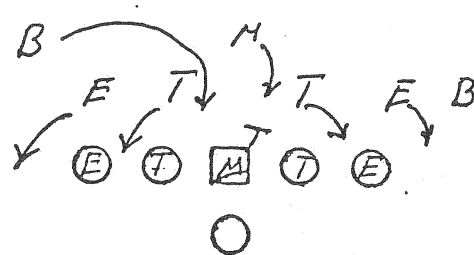
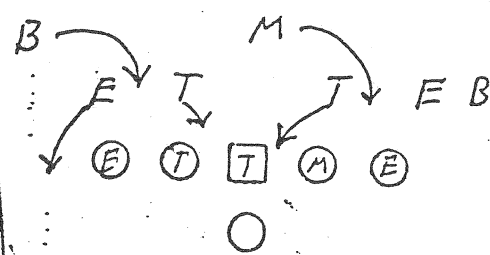
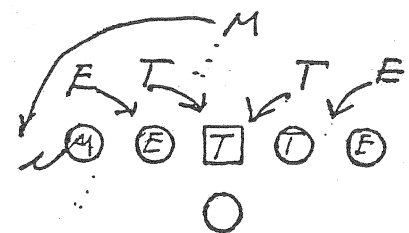
TACKLE FIRST (MAN)



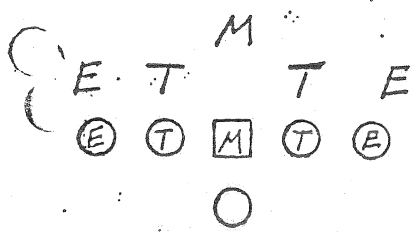
TACKLES FIRST (MAN)



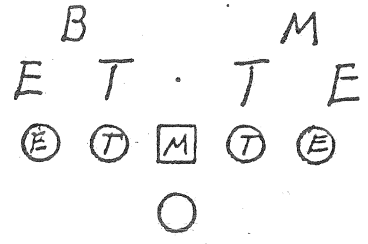
ENDS FIRST (AREA)



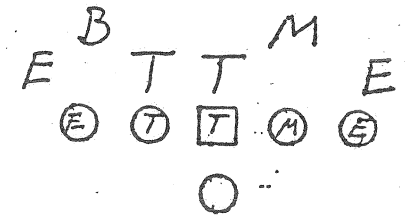
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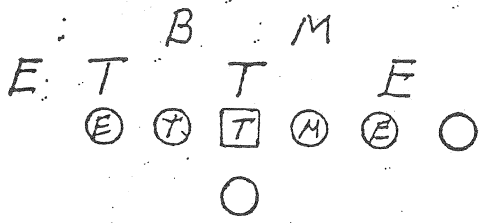
4-4



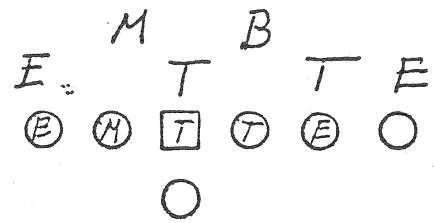
4-4 UNDER



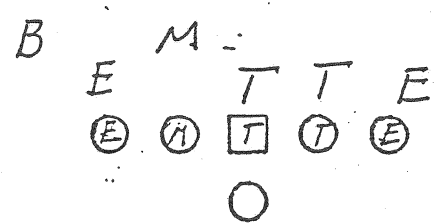
5-2 UNDER



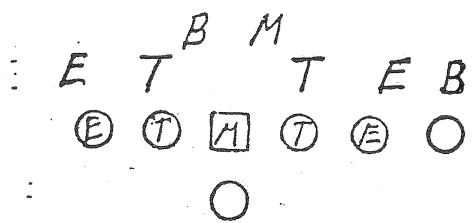
5-2 - OVER



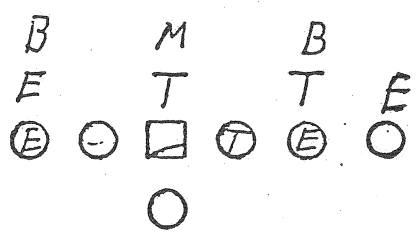
4-3 OVER



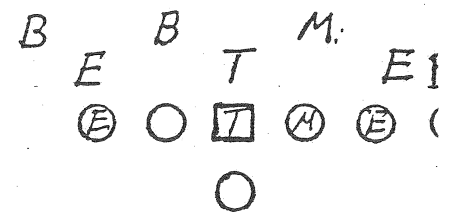
SPLIT SIX



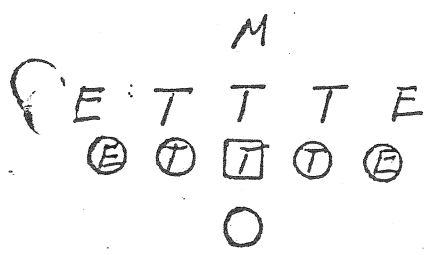
K.C. STACK



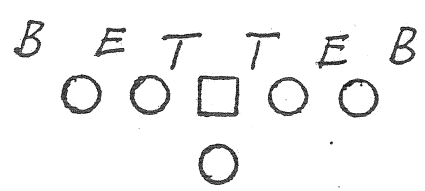
3-4



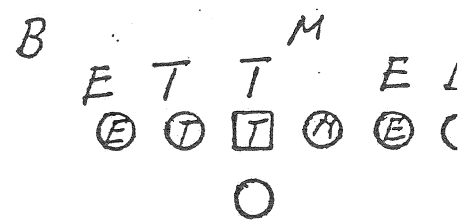
5-1



GAP



4-3 UNDER



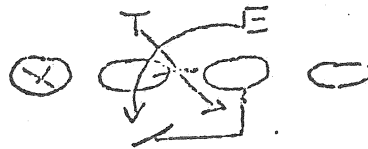
The uncovered lineman will drop for clearance to pick up "Mike" if he comes, to block a stunt or to help inside if needed.

If covered, the inside linemen attempt to make contact very close to the line of scrimmage and attempt to keep their man on the line. Basically, they must think in terms of never losing their men to the outside since they have no help outside.

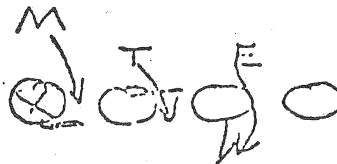
It is important that the "pop up" be executed quickly by popping the head up and back, and bending the knees to drop the hips. The elbows stay in and the fists go out in front to make the first contact.

When encountering stunts, we are, in general terms, an area blocking group.

The basic exception to this rule is versus the Tackle first-End second stunt (called Tackle-End Stunt)



The main reason this must be man blocked is that an "outside" slant by the defensive tackle does not mean that the end is necessarily going to stunt inside - EXAMPLE

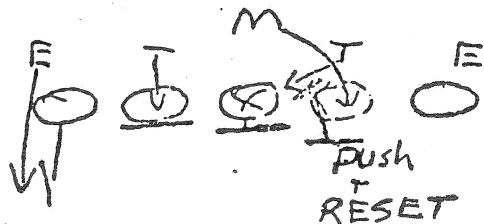


All this means is that the guard must always stay with any outside move by the defensive tackle.

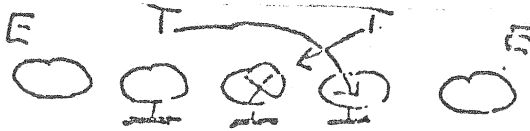
The tackle must get himself clear of the line of scrimmage and be prepared to block the defensive end, wherever he goes!

The guard must make an immediate contact on the tackle going outside so the offensive tackle has room to come inside if necessary.

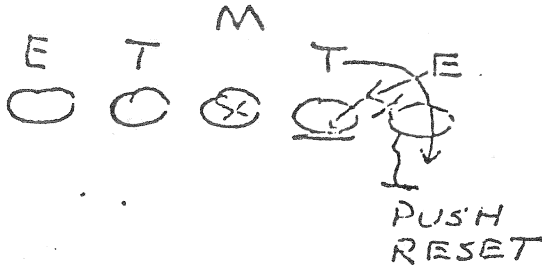
On all other stunts the area blocking principle is used. Basically, this means if your man slants, you attempt to sharply push him off to the next offensive lineman and then be prepared to take the stunter coming into your area. EXAMPLES



Tackle-Mike Stunt



Tackle-Tackle Stunt



End-Tackle Stunt
Note - requires quick recognition
by both blockers

Individual Technique:

The two most important factors involving body position are the knee bend and the head up as opposed to forward.

We find that whenever the head goes forward, the balance is gone and it is difficult to use proper footwork.

This head forward position also leaves the blocker very vulnerable to being pulled forward.

The elbows must remain next to the body so they cannot be grabbed.

The fists must remain inside the framework of the body, and they should be used on the first hit to create the initial separation.

After the initial separation, we expect the blocker to make facial contact and to maintain this facial contact.

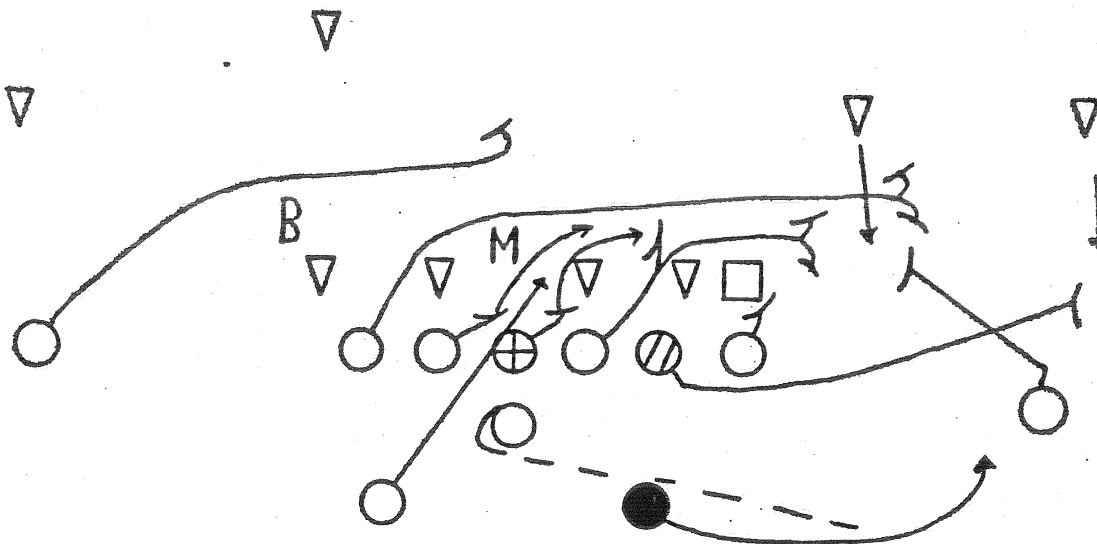
The blocker must sell out to maintain position between his man and the passer. Whenever it is possible, we try to run the outside rusher past the passer on the outside. If the outside rusher attempts to go inside to rush, he must be "caved in" aggressively.

The rushers from the middle area we attempt to aggressively stop before they cave in the pocket.

In summary, our total regular pass blocking effort is geared to create space which the passer can use effectively. It is important that the defenders are kept as far away from the passer as possible, so as not to restrict vision, throwing lanes or follow-through ability of the QB.

Open

9 Aug, '67

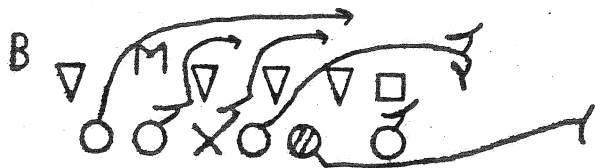
ON T - Pull and block out on corner.ON G - Check MLB, not showing block at P.O.A.CENTER - Release onside, protect QB, and block at P.O.A.OFF G - Release to onside, protect Q.B. and block at P.O.A.OFF T - Release, sprint and block at P.O.A.X - Regular split - hook strong L.B.

- Split 6-7 yards - crackback on strong safety.

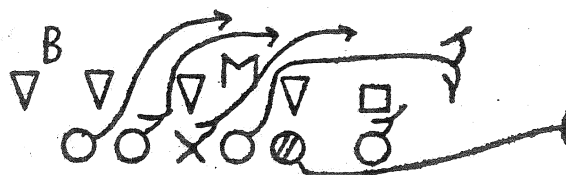
- Sprint downfield and block weak safety.

4 - Hard fake as if running 43 trap.2 - Belly slightly, watch ball into hands. Turn upfield and break off tackles block.QB - Reverse and pitch ball to the #2 back.

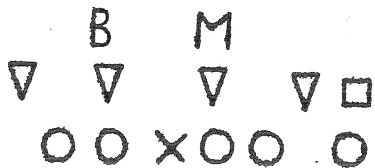
4-OVER



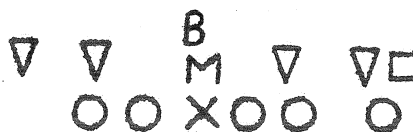
4-UNDER

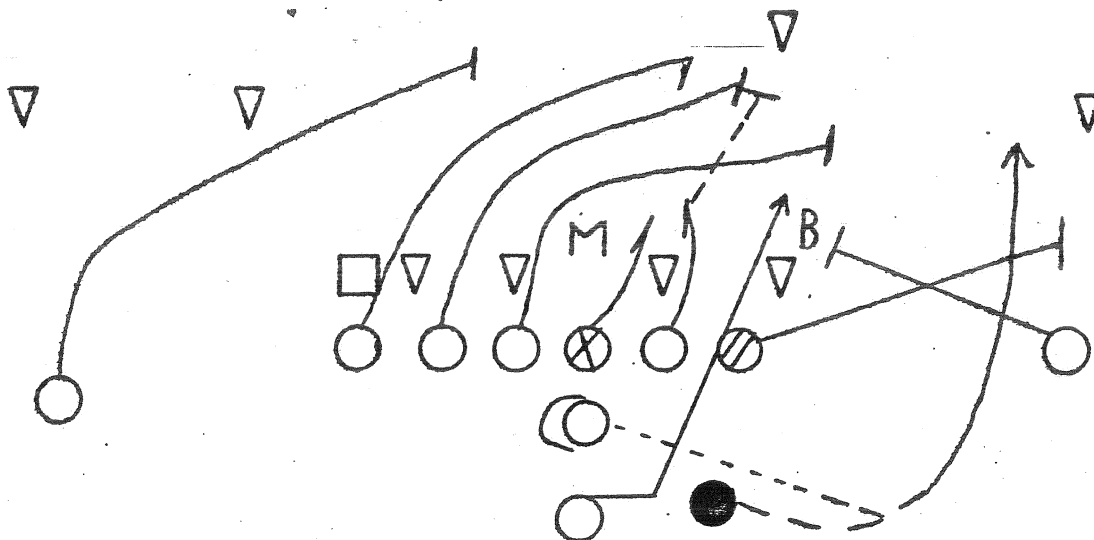


4-4

CHECK OFF

5-1

CHECK OFF



ON T - Pull and block out on corner.

ON G - Check Middle Backer, not showing block at P.O.A.

C - Release outside - protect Q.B. - block at P.O.A.

OFF G - Release outside - protect Q.B. block at P.O.A.

OFF T - Release - sprint - block at P.O.A.

X - Release inside - sprint - block at P.O.A.

B - Sprint downfield - block at P.O.A.

9 - Split - 6-8 yards - crackback on Linebacker

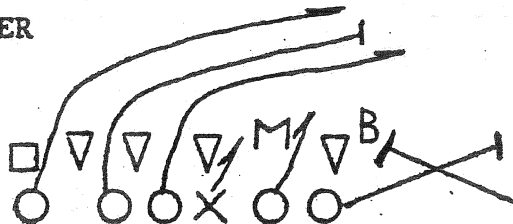
2 - Belly slightly - watch ball into hands - turn upfield and break off tackles block.

3 - 2 lateral steps - let ball clear - drive upfield and block at P.O.A. (if split formation #2 hard fake as if running 22 trap.)

QB - Reverse and pitch to #2.

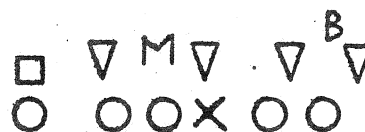
NOTE: #9 and ON T (If "Tab" is called - tackle pull and block linebacker - 9 block corner.)

4-OVER



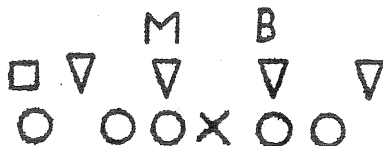
4-UNDER

CHECK OFF



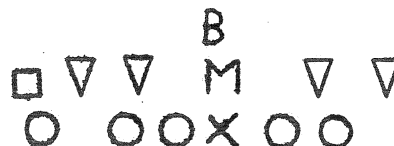
4-4

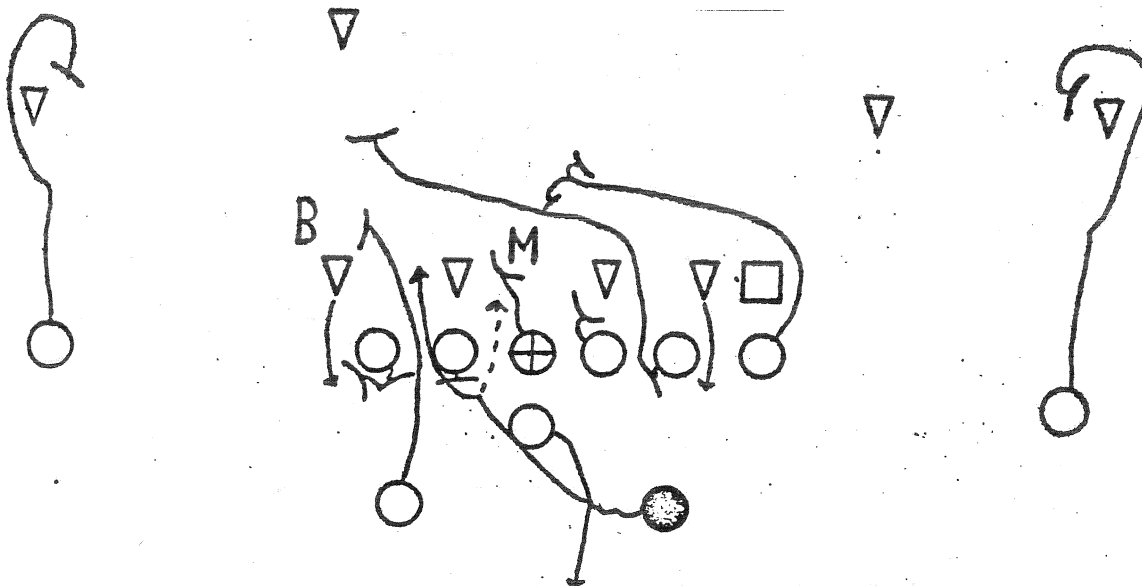
CHECK OFF



5-1

CHECK OFF



SPLIT RIGHT - 24 DRAW LEAD

ON T - Set for pass - turn DE out and work for position follow through.

ON G - Set for pass - option block DT on even defenses. Back will break off your block. If DT does not commit himself you must turn him one way or the other. Note adjustments below.

C - Set then block MLB on even defenses. On odd defenses option block "Nose Man".

OFF G - Drive block DT turning him away from P.O.A.

OFF T - Get inside position inviting

DE to outside. If he comes upfield release and block at P.O.A.

X - Release outside and block at P.O.A.

8 - Sprint downfield, simulate pass pattern. Block.

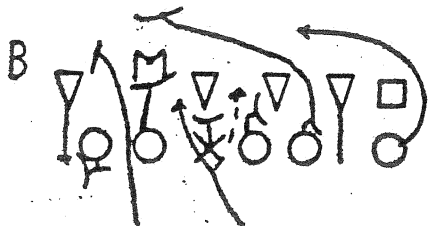
9 - Sprint downfield, simulate pass pattern. Block.

HB - Responsible for blocking weakline backer wherever he is.

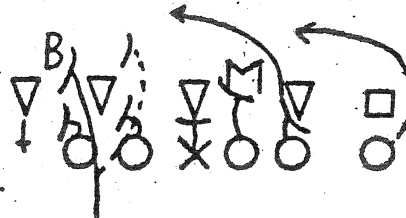
FB - Set as in pass protection. Get ball from QB and option run off ON G on even defenses and Center on odd defenses.

QB - Retreat as on drop back pass - fading to your right hand off to back and continue back setting up as if to pass.

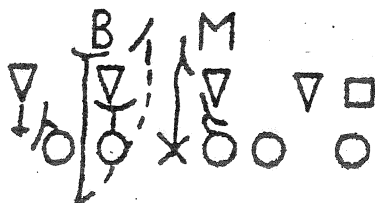
4-OVER



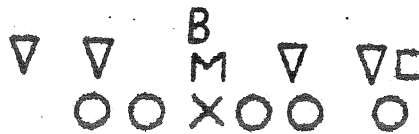
4-UNDER



4-4

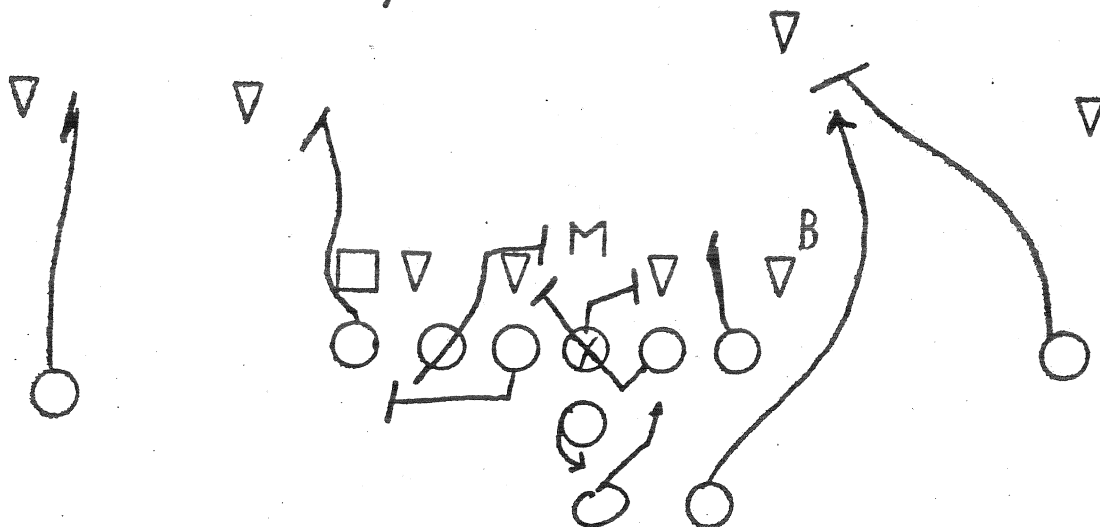


5-1

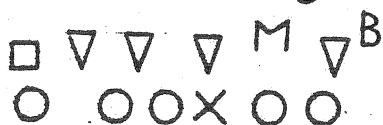


4-3

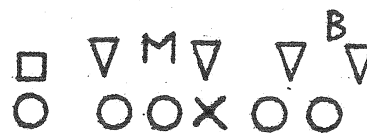
* Opposite Left 32 Draw Trap
Split Left 22 Draw Trap



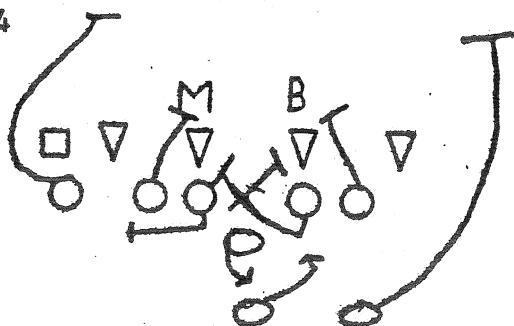
4-OVER No trap involved just use
blue blocking



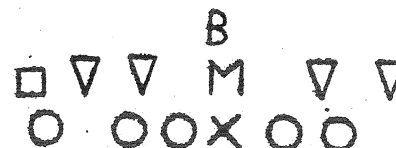
4-UNDER No trap blocking will use
blue blocking



4-4

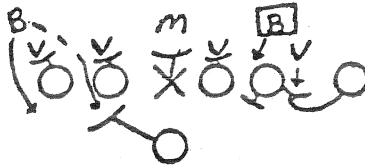


5-1

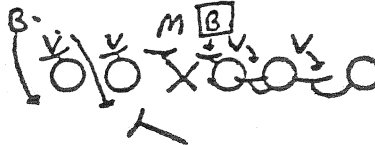


NOTE: "X", strong tackle and strong guard must be alert to pick up strong linebacker games.

SWITCH - Call made by tackle to indicate that the tackle will take the LB and "X" will take the DE.



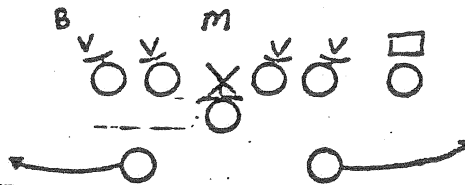
GAP - Call made by tackle to indicate the strong LB is inside the guard and that gap blocking will be used on the strong side.



BLACK (5 MAN OUT PATTERN)

BACKS - Involved in pattern.

CENTER - Key MLB and then stay in middle.

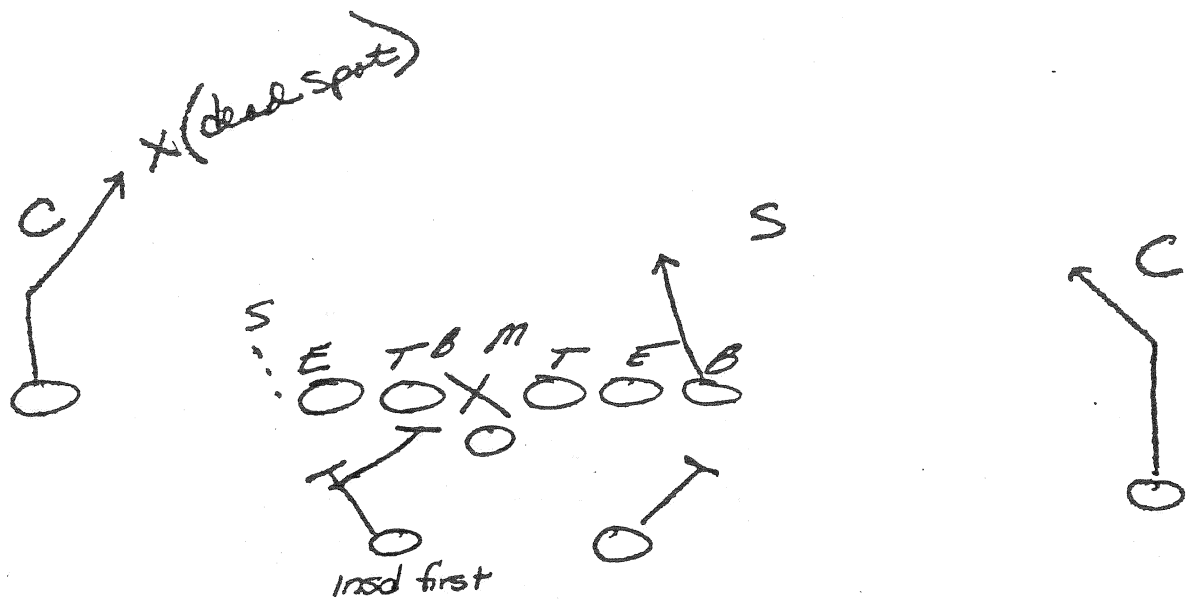


ADDITIONAL TERMS

1. SLOW - When a receiver is in tight and he stays in and takes LB if he comes - if not he releases to a designated area.
2. SLAM - When a tight receiver fires into LB and then releases into his pattern.
3. "L" & "R" - Call made by center to indicate he will block the DT and the guard will then block the MLB. "L" refers to LG. "R" refers to right guard.



PASS AUDIBLE "64" (equals Green Short Post)



we can't pick up weak safety blitz if we've called a long pattern almost impossible to get 3 seconds on green protection so take advantage of blitz & call "64"

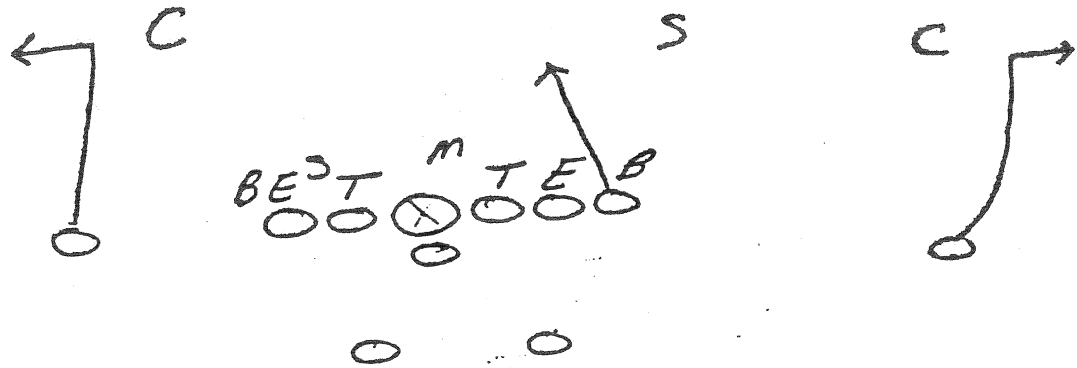
* SAME FROM SPLIT RIGHT OR LEFT

ex. called green rt flag see safety coming check it!

* if they feel aud. called they could change too! Could go to a zone now bts if see that LBers or no one blitzing quick on our arrow like Black fire short

Audible 65

pass out - Green
Side line at 10 yards

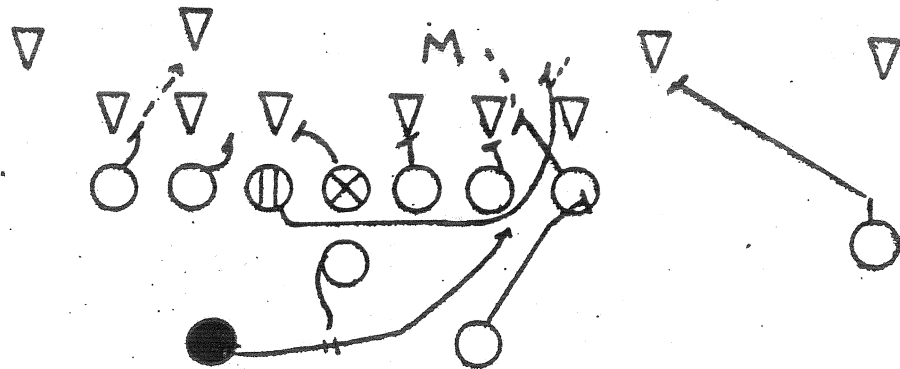


this is good out. for blitz if QB playing insd. shod
if outside use 64

if they jump out of blitz then primary
receiver is the fullback & possibly the X man.

GOAL LINE

TIGHT SPLIT RIGHT - 47 NO



ON T - Same as Tight Split Left
47 NO.

ON G - Same as Tight Split Left
47 NO.

C - Same as Tight Split Left -
47 NO.

OFF G - Same as Tight Split Left
47 NO.

OFF T - Same as Tight Split Left
47 NO.

X - Check DE. Block Middle Linebacker.

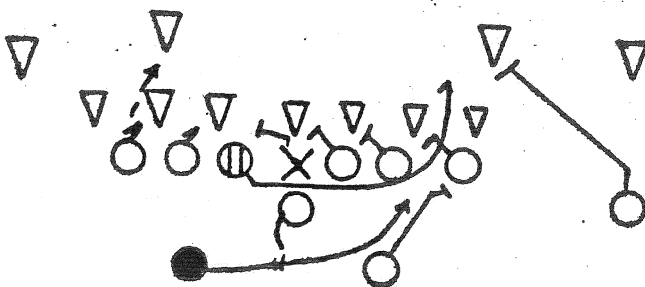
8 - Slam LB'er block safety.

9 - Block strong safety.

4 - Parallel line cut into 7 hole.

2 - Block out strong linebacker.

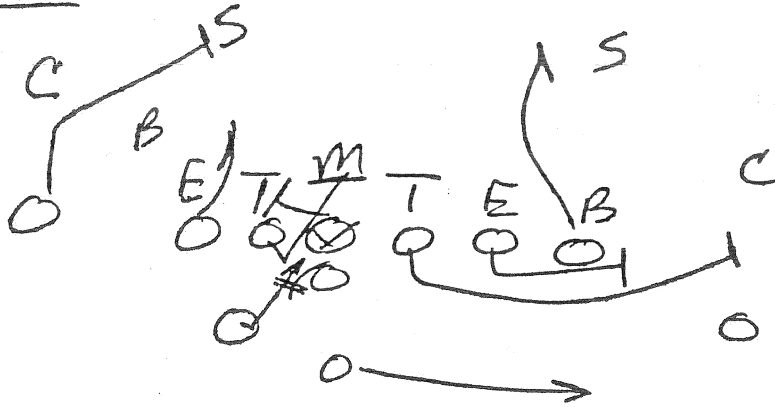
QB - Reverse - handoff to #4.



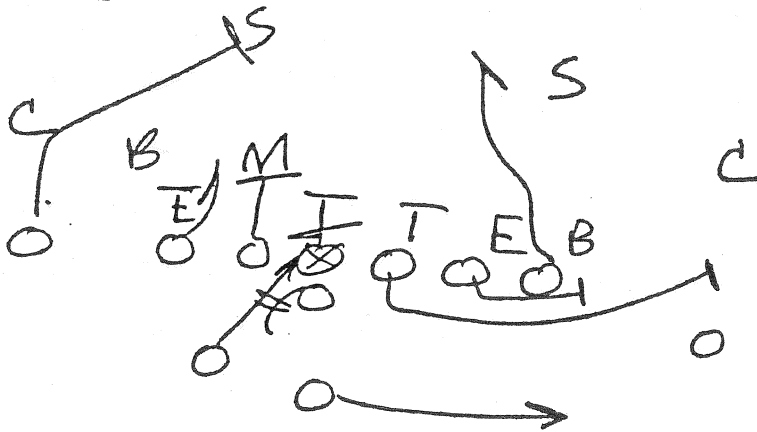
22 August, 1967

Opposite Right 41 Toss 6

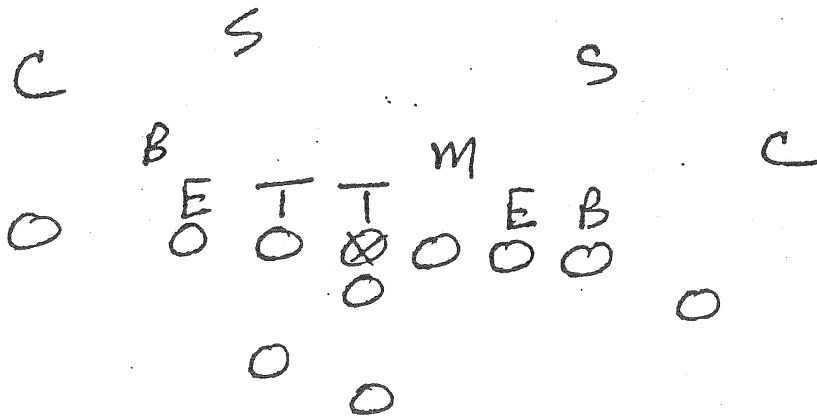
4-3



4-Over



4-Under



Check off to a
45 Blue Lead / 24
Blue to other side.

1 Aug. 1967.

8 - Block safety.

9 - Block strong safety.

4 - Drive straight at center - quick trap.

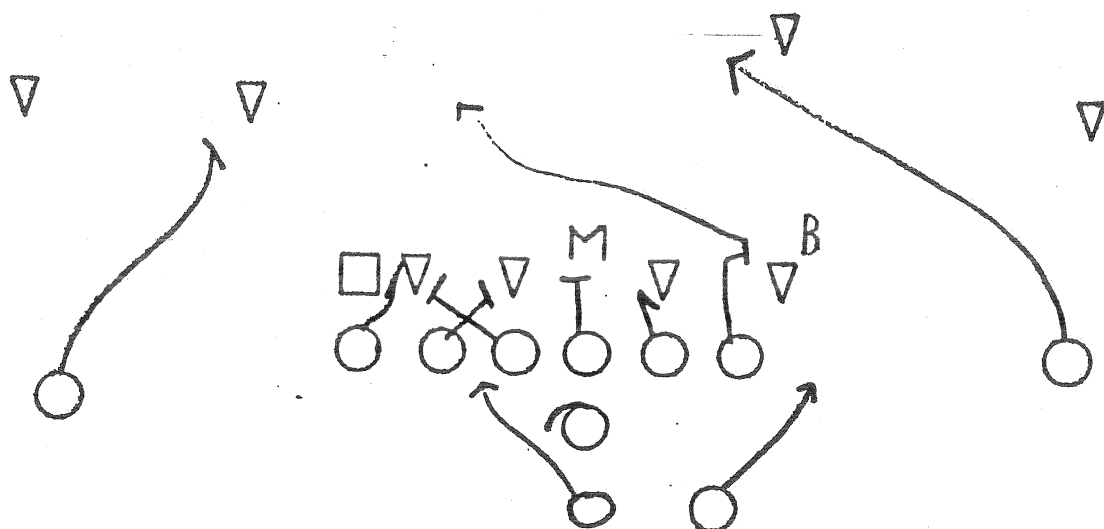
2 - Kick out on linebacker.

QB - Open - quick handoff to #4.

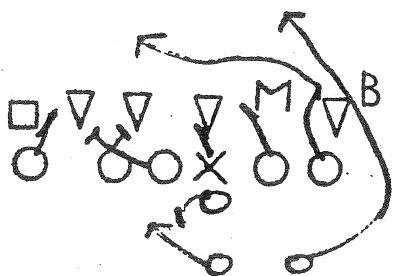
A diagram illustrating the movement of a school of fish. The fish are represented by circles, some of which are solid and others dashed. Arrows indicate the direction of movement, showing a general trend towards the upper right. A solid black circle at the bottom left represents a predator, with an arrow pointing towards the school. The diagram is labeled with 'a' and 'b' at the bottom.

4-3

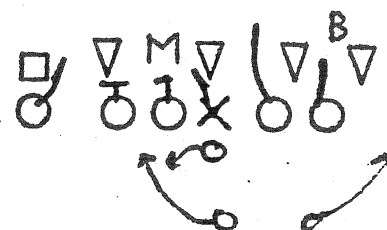
* Opp. It. 34 Give. ✓



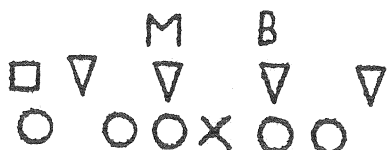
4-OVER



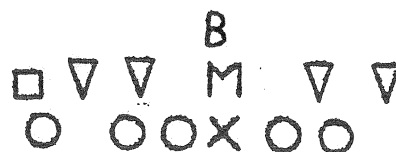
4-UNDER



4-4 Check off to a 35



5-1

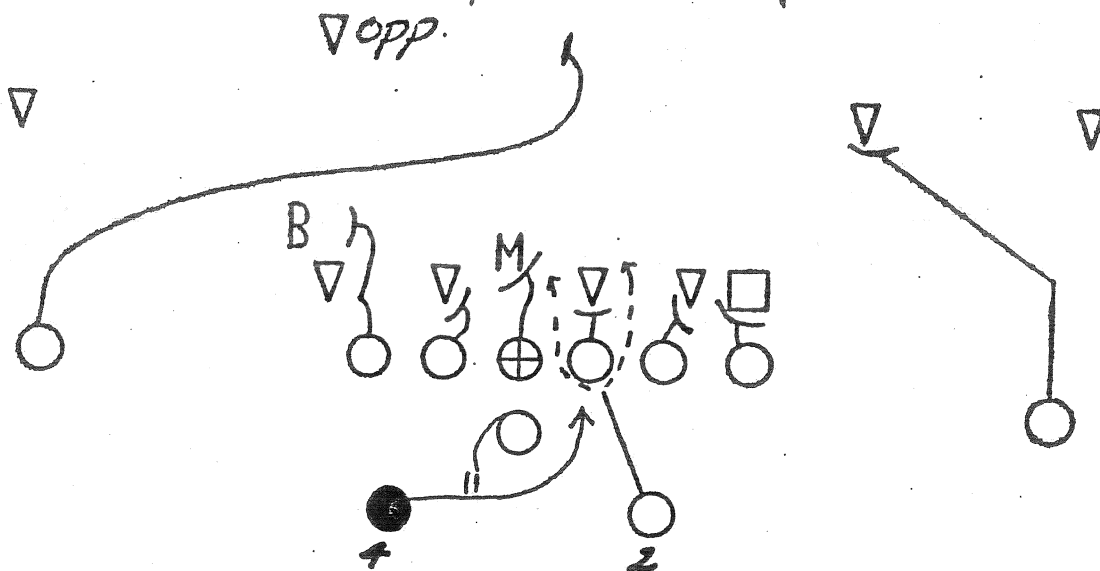


4-3

~~SPLIT~~ RIGHT - 45 DEGREE LEAD
Open

Good plays. def line who uses lots of movement (twists, etc.)

7-25



ON T - Maintain wide split. Block out on DE.

ON G - Maintain good split. Fire out and option block DT on a 4-3. Take him whichever way he wants to go. Note adjustments on various defenses below.

C - Block MLB on 4-3. Note adjustments below.

OFF G - Minimum split. Turn DT out. Must fight to get position so that DT cannot stop cutback.

OFF T - Wall.

X - Take good split. Block LB'er.

8 - Sprint across field for weak safety.

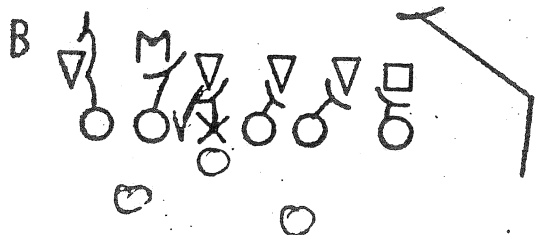
9 - Block strong safety.

4 - Cheat over to outside leg of guard parallel to line - take ball - head for 3 hole - run to daylight. Be alert to cut back to 0-1 hole.

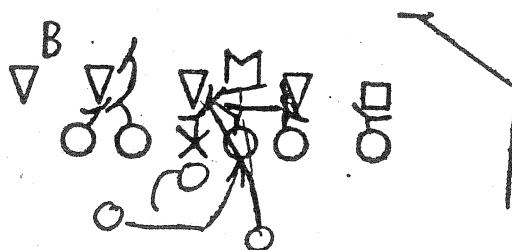
2 - Drive at ON G - keying middle backer - take him if he is on center or outside of P.O.A. 4-over lead thru 1st opening at P.O.A.

QB - Open toward #4 - carry ball to him quick. get ball to bk. as quickly as possible.

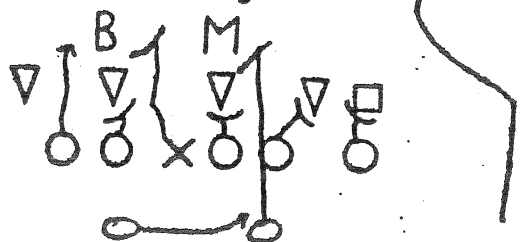
4-OVER Check to 34



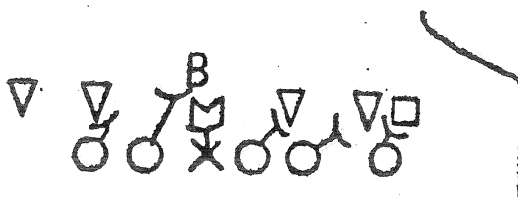
4-UNDER



4-4 Good play vs. 4-4.



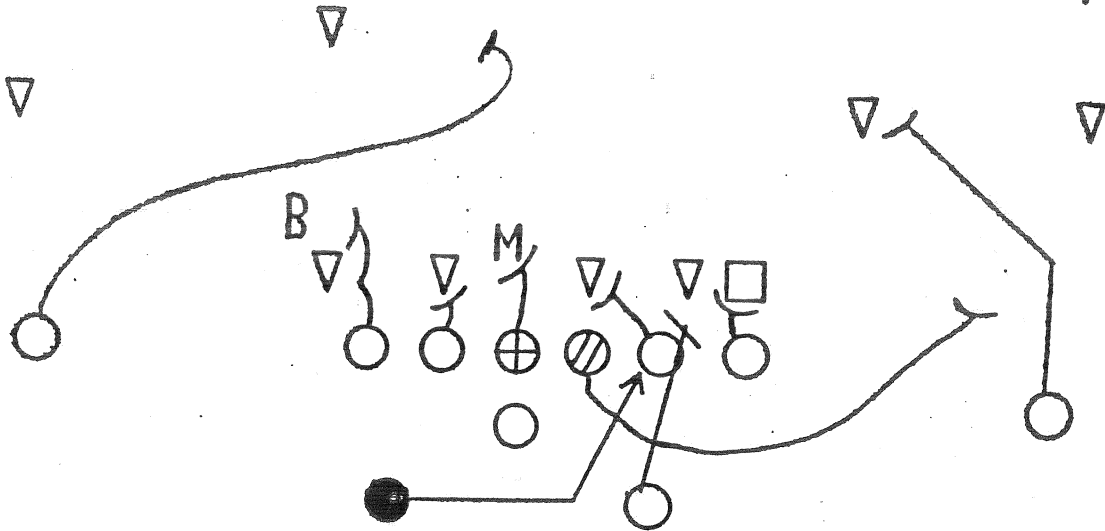
5-1



4-3

SPLIT RIGHT - 45 NEAR G ✓

9-12-67



ON T - Block down on DT versus 4-3.

ON G - Pull, get depth as on 49 EGO. Make this play look like the sweep.

C - Block MLB versus 4-3.

OFF G - Cutoff DT versus 4-3.

OFF T - Wall.

X - Good split block LB'er out.

8 - Sprint for weak safety.

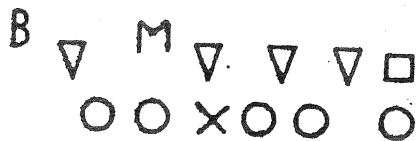
9 - Sprint for strong safety.

2 - Directly at Defensive End. Block him to outside.

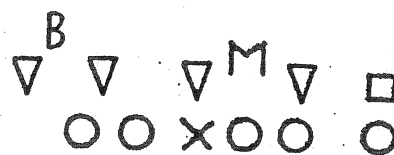
4 - Take ball - run parallel to line - cut sharply into 5 hole.

QB - Front to 4 back - handoff.

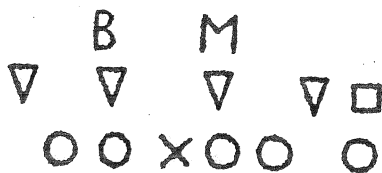
4-OVER



4-UNDER



4-4



5-1

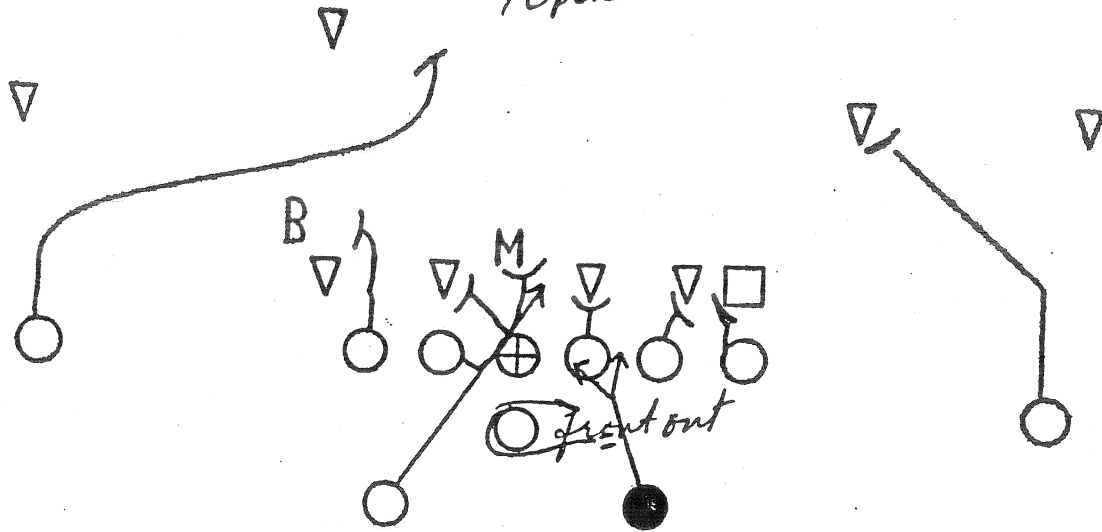


4-3

SPLIT RIGHT - 25 ✓

Open

10 Aug, 67



ON T - Versus 4-3 block out on DE.
Note adjustments and blocking calls below.

ON G - Versus 4-3 explode into DT and option block him. Note adjustments and blocking calls below.

C - Versus 4-3 block back on DT.
(Fold with OFF G) note adjustments below.

OFF G - Versus 4-3 fold on MLB.
Note adjustments below.

OFF T - Wall.

X - Good split block strong LB'er out.
4-4 cut split block end.

9 - Block strong safety.

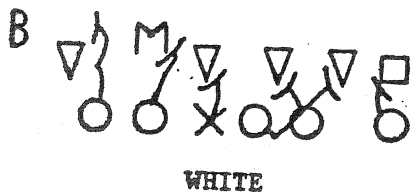
8 - Block weak safety.

2 - Line up between ONG and T. Take ball and run off of ON G's block. Stay low and drive.

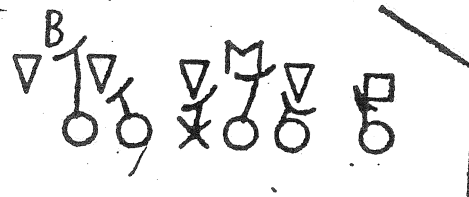
4 - Cheat "up" and "in". Drive as though ball carrier behind fold block.

QB - Reverse and handoff to #4. Be quick on point.

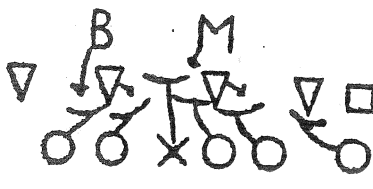
4-OVER



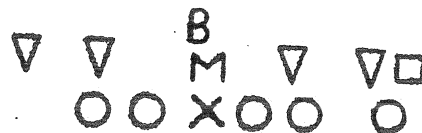
4-UNDER



4-4



5-1

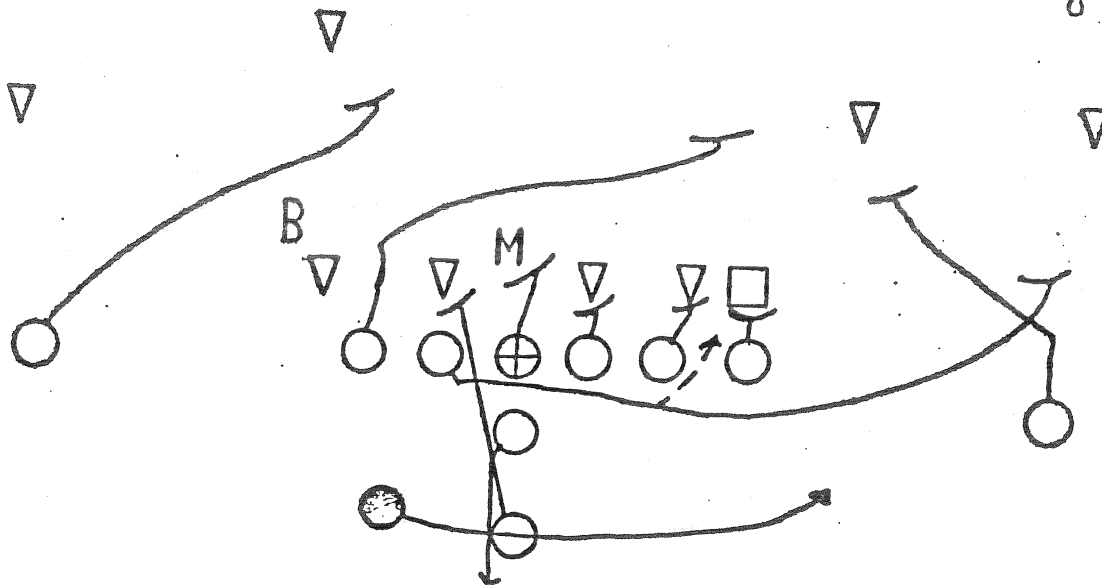


4-3

* ^{OPPRE.} 47 FULL O ✓

Play off 30 Full

Word "O" - off guard is pul



ON T - Block DE. Take him in. If he widens drive him out.

ON G - Block DT. Take him in.

CENTER - Block MLB or nose man.

OFF G - Pull and lead outside of X. If X is taking LB out, be ready to lead inside of X.

OFF T - Release across field.

X - Block LB. Take him in. Sustain block.

98 - Block Strong Safety. (Sift the Force)

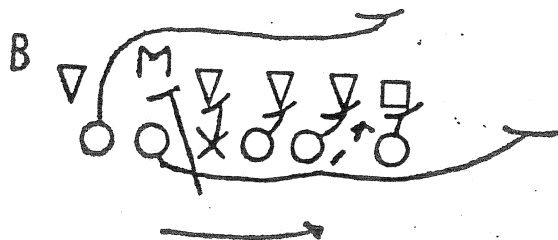
82 - Block Weak Safety.

4 - Come parallel, follow OFF Guard.

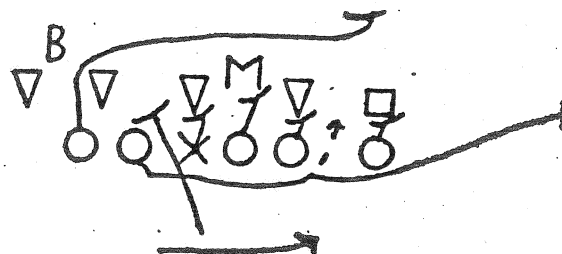
3 - Driving fake close to center. Block 1st man to weakside of Center.

QB - Open, hand ball to HB, set for pass.

4-OVER

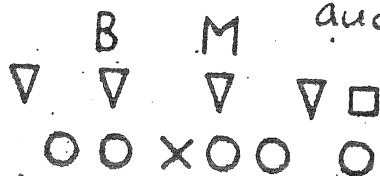


4-UNDER

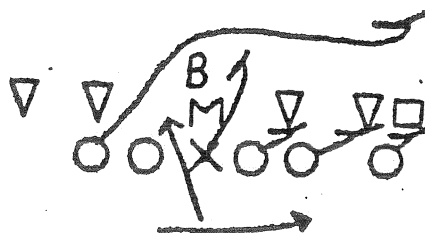


4-4

CHECK OFF
audible 34



5-1



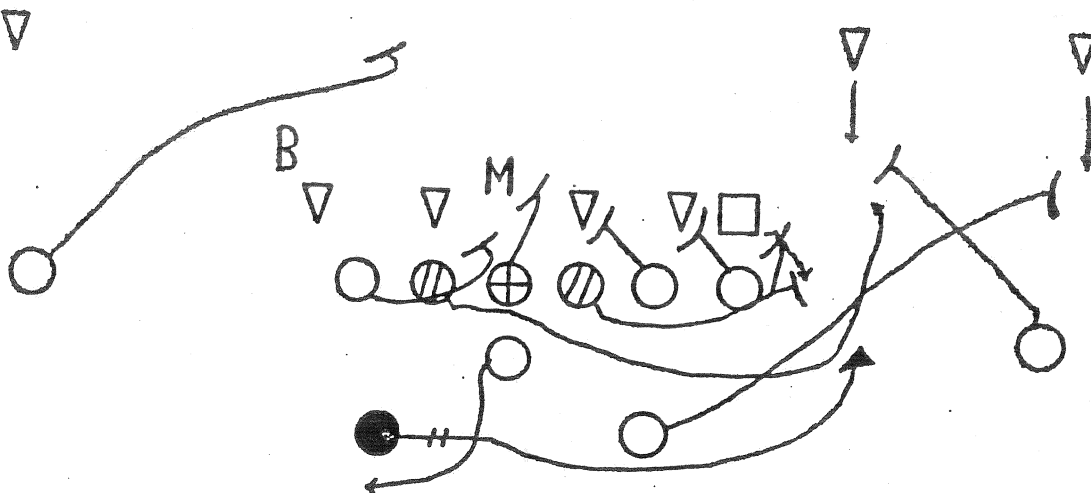
4-3

8 Aug, 1967



SPLIT RIGHT 49 IGO ✓

open right (charging of the HBCFB (204))



ON T - Block down on defensive tackle. Versus 4 under, step to end and if he crosses your face block him. If not block through on LB.

ON G - Pull, medium depth. Trap or log strong LB.

C - Block MLB. On even defenses block onside. This is even blocking.

OFF G - Pull, clear QB. Get depth and turn up in first hole looking inside. On 4-4, don't pull. Area stack.

OFF T - Sprint cutoff, versus 4 under, cutoff defensive tackle.

X - Block down on DE.

8 - Release crossfield and block weak safety.

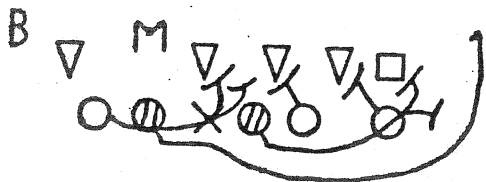
9 - Split 7-8 yards (Make cora force) crack-back on strong safety.

4 - Run under control. Belly slightly after getting ball and run to daylight. *fly with 6 yards block (rt. guard)*

2 - Run at point about 2 yards outside strong LB. Flatten course and block out on corner.

QB - Reverse, hand off and fake Bootleg.

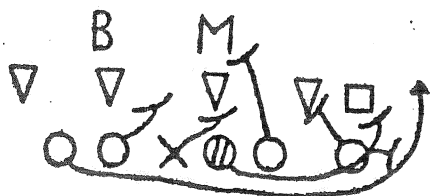
4-OVER



4-UNDER

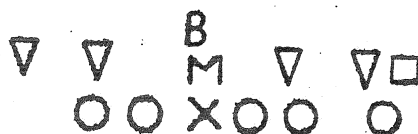


4-4



5-1

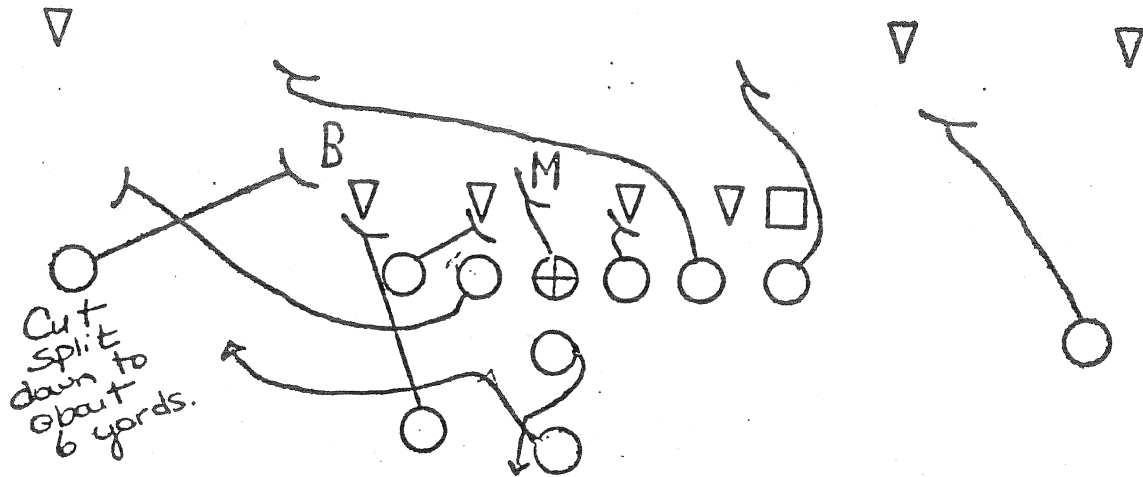
CHECK OFF



4-3

* 38 NEAR G DIP
Opp rt
Pro rt

✓ play off of 34



ON T - Block down on 1st defensive man on or off line of scrimmage. On "even" call block MLB.

ON G - Pull deep to clear back and kick out on corner.

CENTER - Block MLB. On even defenses block outside. This is "EVEN" blocking.

OFF G - Cutoff Defensive Tackle.

OFF T - Release across field and block weak Safety.

X - Release and block Strong Safety.

9 - Release and block corner.

8 - Crackback on Weak Linebacker. If he is taken, crack on Weak Safety.

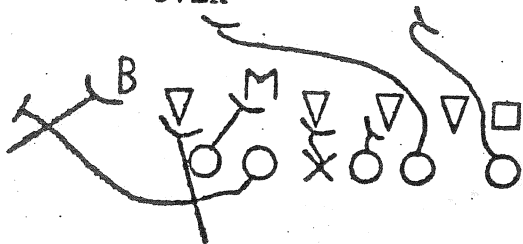
4 - Cheat up and out. Drive at outside hip of Defensive End and block him.

3 - Start like running 34 (35), dip to outside and follow pulling Guard.

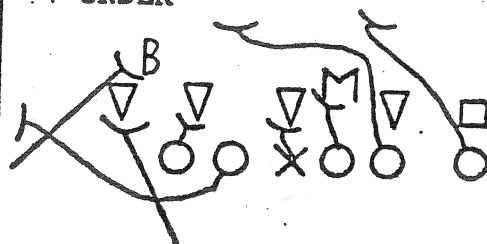
QB - Reverse and carry ball to #3.

Some ball handling as 34

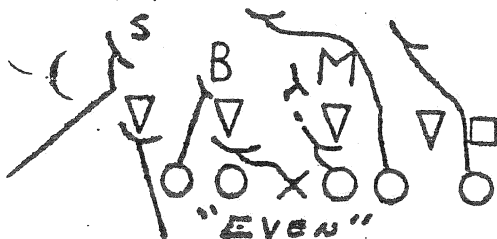
4-OVER



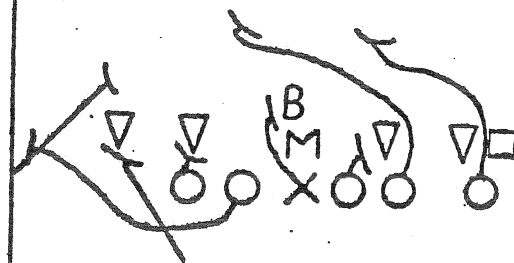
4-UNDER



4-4

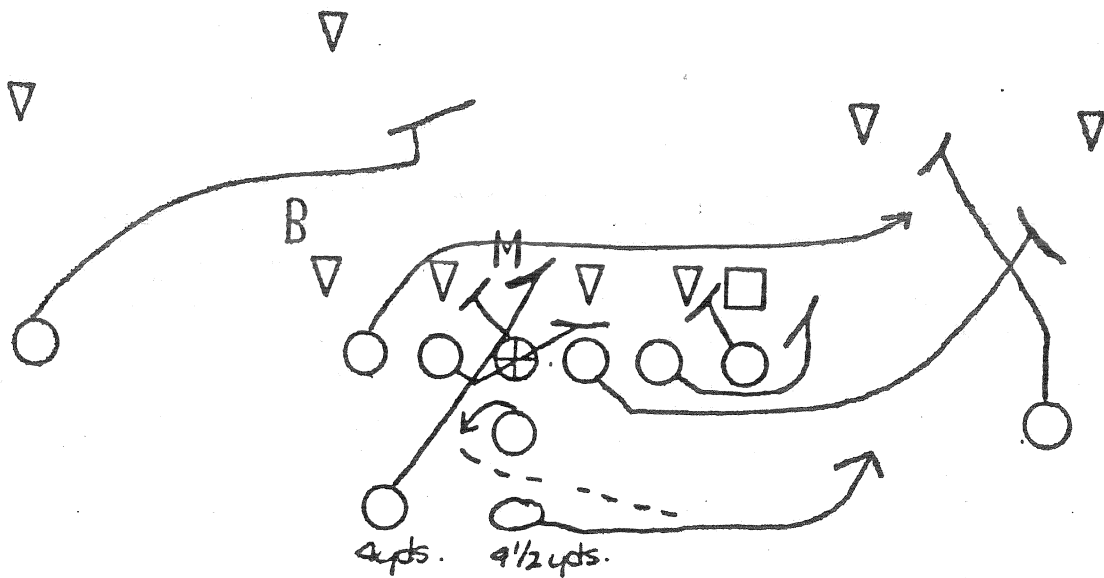


5-1

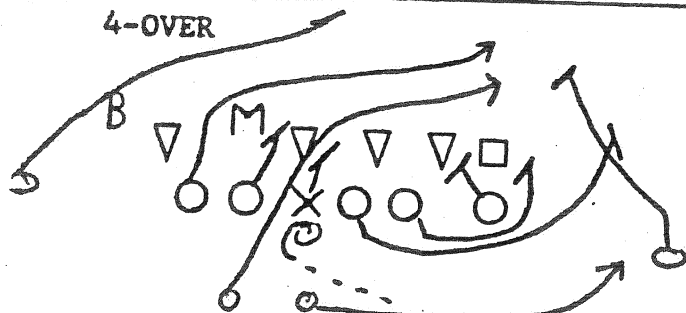


4-3

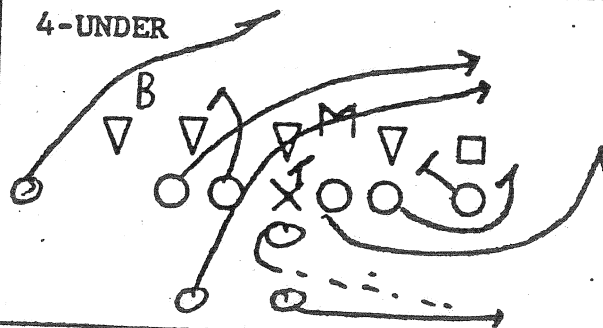
Opp. Rt. Fake 43-39 Toss ✓



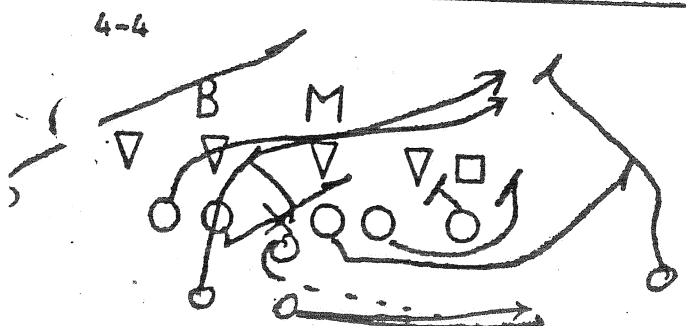
4-OVER



4-UNDER



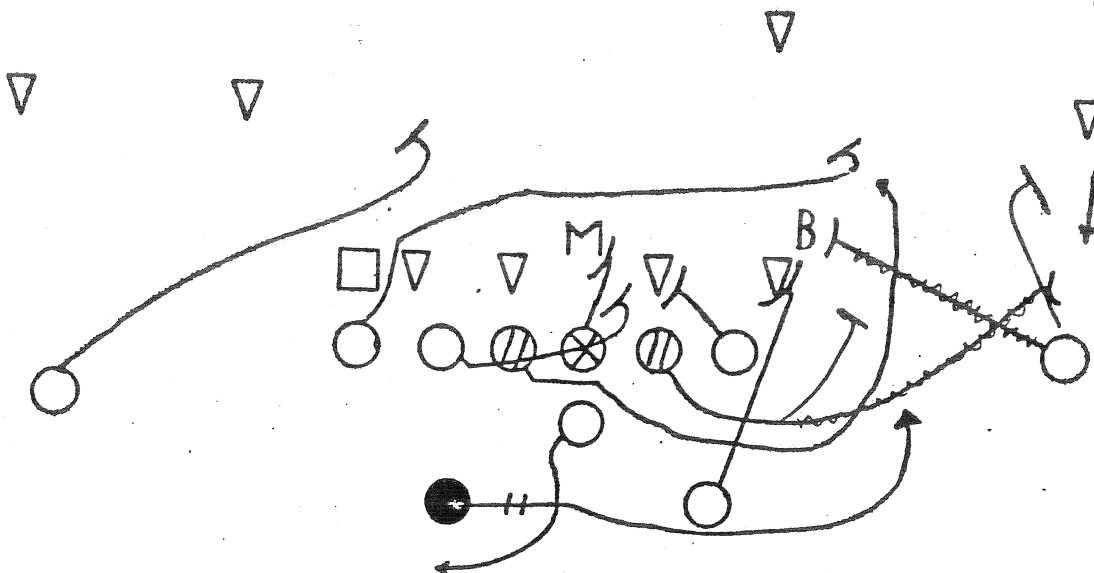
4-4



5-1



8-29-67



ON T - Block down on defensive tackle. Versus 4-over, step to end and if he crosses your face block him. If not, block through on LB.

ON G - Pull deep to clear back and kick out on corner.

C - Block MLB, on even defenses block onside. This is even blocking.

OFF G - Pull, clear QB, get depth and turn up in first hole looking inside. On 4-4, don't pull, area stack.

OFF T - Sprint cutoff - versus 4 over, cutoff defensive tackle.

X - Release inside and block at P.O.A.

9 - Split 6-7 yards - ~~crackback on LB.~~
go get corner back

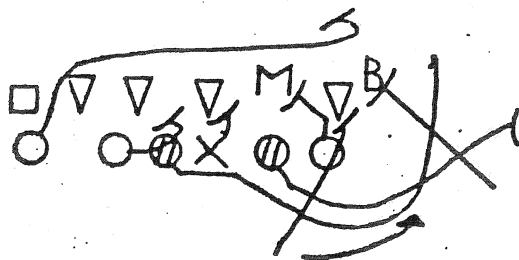
8 - Sprint downfield and block strong safety.

2 - Cheat up and out, drive at outside hip DE and block him.

4 - Run under control, belly slightly after getting ball and run to daylight.

QB - Reverse, hand off and fake bootleg.

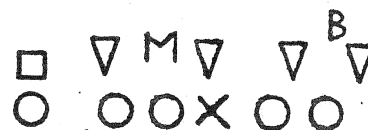
4-OVER



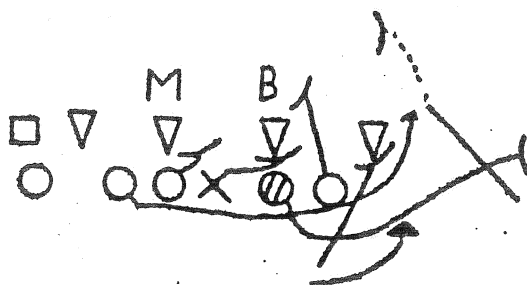
4-UNDER

Watch on this - watch for under defense.

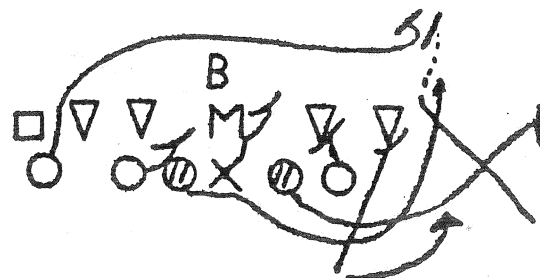
CHECK OFF



4-4



5-1

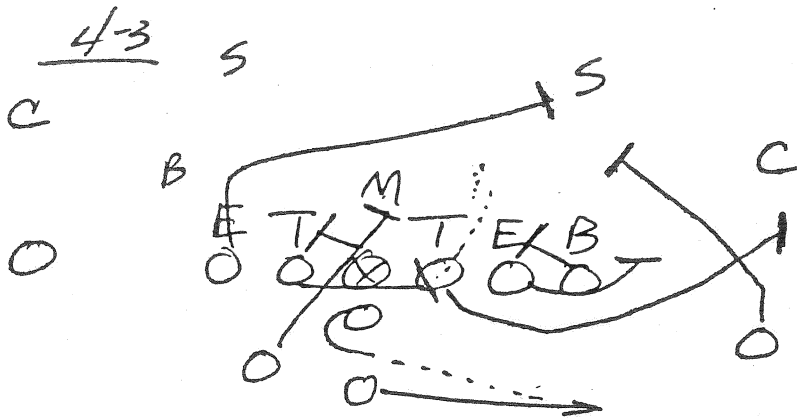


22 August, 1967

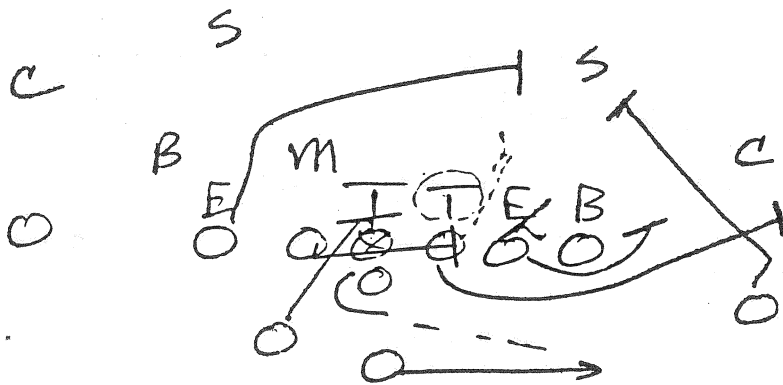
Opposite Right Fake 43-39 Toss

Opposite Left Fake 22-38 Toss

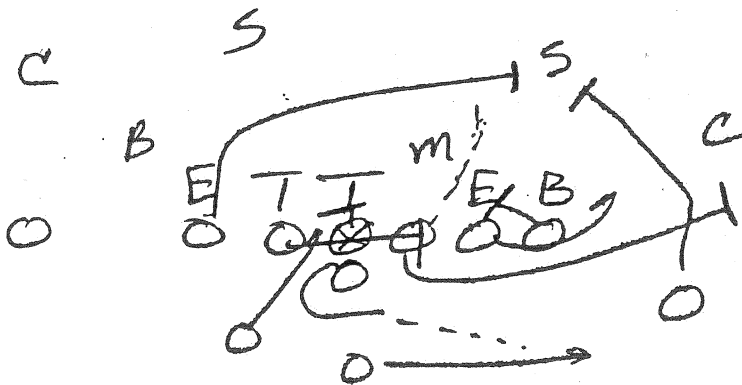
This play is to be
run into the sideline.



4-Over



4-Under



PATTERNS FOR X

1. QUICK - Release inside look for ball.
 2. SLANT - Take outside release, turn head look for ball, catch ball 2 yards deep.
 3. OVER - Release inside, break 4 to 6 yards deep, breaking at angle catching ball 12 to 16 yards.
 4. TURN - Run 10 to 12 yards deep expect ball to inside.
 5. CENTER - Run 10 to 12 yards break to inside continue across field at right angle.
 6. DRAG - Run 10 to 12 yards deep break to outside clearing behind flanker.
 7. POST - Deep pattern to inside - more than 20 yards.
 8. CORNER - Deep pattern to outside - more than 20 yards deep.
 9. STRAIGHT - Release to outside - after clearing LB'er, look for ball, continue running trying to split Zone coverage.
 10. STOP - Run 10 to 12 yards turn to outside expect ball.
- GO - Can call GO. Example: Slant & Go - Turn & Go - Stop & Go.

PATTERNS FOR X

1. QUICK



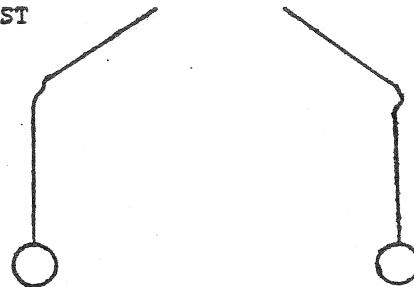
6. DRAG



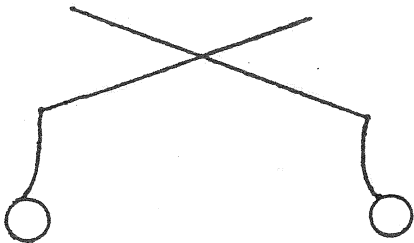
2. SLANT



7. POST



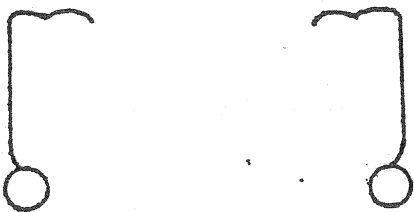
3. OVER



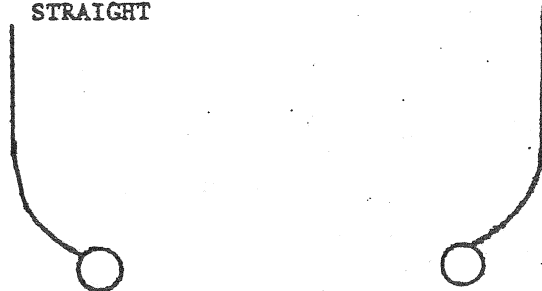
8. CORNER



4. TURN



9. STRAIGHT



5. CENTER



10. STOP



PATTERNS FOR 8 & 9

1. HITCH - Two to four steps deep, turn inside look for ball 3 to 4 yards deep.
2. HITCH OUT - 3 to 5 steps deep, turn to outside - look for ball - 4 to 5 yards deep.
3. SLANT - Two to four steps, cut at 45° angle - look for ball, continue to run if ball is not thrown quick.
4. TURN - Run 13 to 15 yards drive defender back plant foot come back for ball.
5. SHORT POST - SHORT CORNER - Run 8 yards deep cut at 45° angle look for ball on cut. Run short post pattern after 3 to 5 yards break outward expect ball, 14 to 20 yards deep in front of corner back.
6. LINE - Delayed pattern coming down the line of scrimmage and breaking up into center of the secondary.
7. COME-BACK - Run pattern 13 to 15 yards deep - make defender think you are doing a "go pattern", plant foot come back for ball.
8. CENTER - Run 10 to 12 yards - break to inside continue across field at right angle.
9. CORNER - Deep pattern, more than 20 yards downfield.
10. POST - Deep pattern to inside more than 20 yards downfield.
11. GO - Deep pattern straight away, usually comes off comeback pattern.
12. SIDELINE - Run pattern 8 yards deep, break to outside look for ball.

PASS PATTERNS 8 - 9

1. HITCH



7. COME-BACK



2. HITCH OUT



8. CENTER



3. SLANT



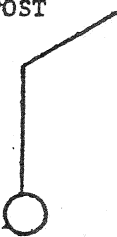
9. CORNER



4. TURN



10. POST



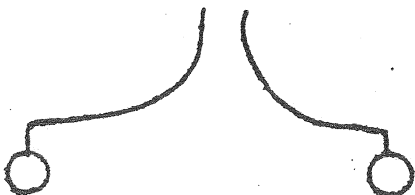
5. SHORT POST - SHORT CORNER



11. GO

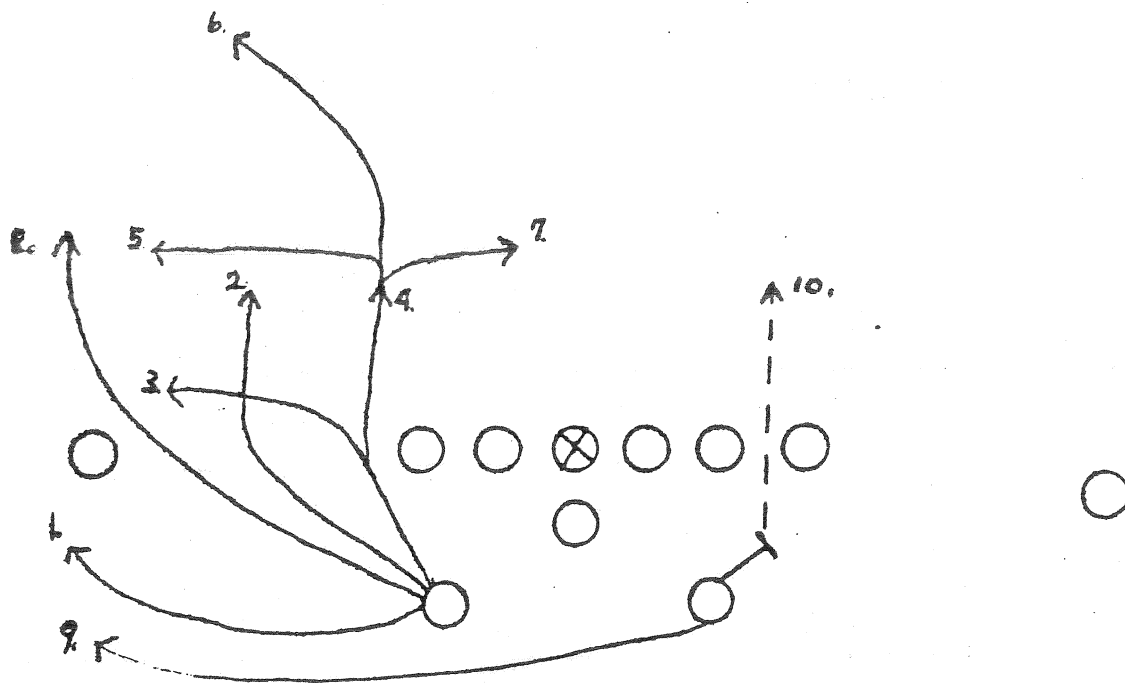


6. LINE



12. SIDELINE





BACK PATTERNS

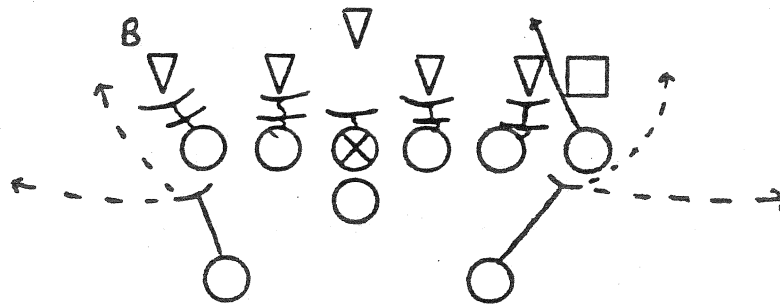
1. DIVIDE - Lose ground slightly - continue wide - do not cross scrimmage line. Look for ball over inside shoulder.
2. SWING - Angle to outside of LB'er position 4 to 6 yards. Turn upfield - sprint and look for ball over inside shoulder. Variation: (Swing fan - Swing stop)
3. FLAT - Run at LB'er - flatten course along line, 0-2 yards deep. Look for ball over outside shoulder. Variation: (Flat and Go)
4. FLARE - Run outside defensive end. Turn straight upfield and look quick for ball over inside shoulder. Continue straight path.
5. FAN - Start same as flare - break sharp at 9-12 yards. Look over outside shoulder. Variation: (Fan & Go - Fan Stop - Fan Turn)
6. FLAG - Start same as flare - at 12-14 yards angle to outside at 45° - look over outside shoulder.
7. CIRCLE - Start as flare - break inside depending on middlebacker's drop. However start break at maximum depth of 6 yards.
8. ARROW - Sprint in direction of #8 (or #9) gaining ground gradually and looking over inside shoulder. If ball is not thrown quickly - continue foot race upfield.
9. TRAIL - "OFF" back - running to side of flare control. (In a manner similar to divide pattern on "ON" side.)
10. CHECK FLARE - Back checks LB'er for blitz - block him and flare - no blitz - simulate pass block - let LB'ers drop - then flare.

FIRE PROTECTION

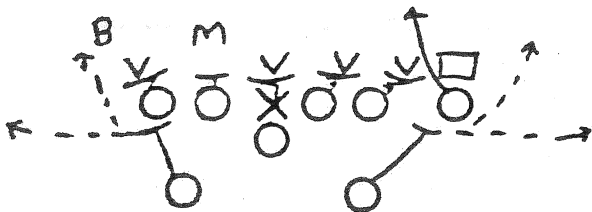
THEORY: This protection is designed to go with passes which will be thrown quickly and from a depth of 2 or 3 yards. The objective is to get the defensive linemen's hands down so they cannot knock the pass down. This protection will be used on all hitches and slants - or if called by QB.

THE BACKS - are responsible for the outside linebackers on their side wherever they are. Go immediately after them in an aggressive manner. If they do not come help the patterns.

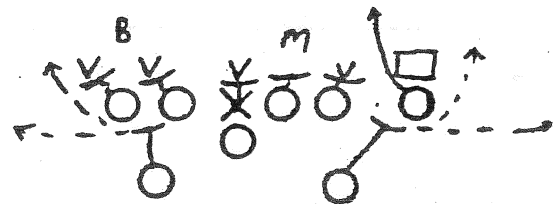
TECHNIQUE: Offensive linemen set quickly on the line of scrimmage and then "throw" on the defensive rusher in an effort to force him to get his hands down. In short yardage or goal line situations where the defensive linemen are on the ball and coming, the offensive linemen must "fire" on them right away and not set up first.



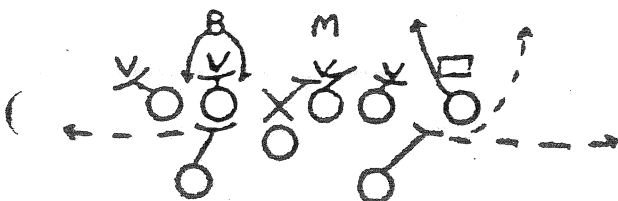
4-OVER



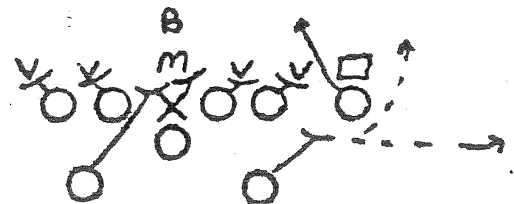
4-UNDER



4-4



5-1



DROP BACK PASS PROTECTION

BASIC THEORY

"BIG MEN ON BIG MEN." Our linemen will block the defensive linemen, and the backs will be responsible for the outside linebackers on their side. The center is responsible for the MLB.

TYPES OF PROTECTION

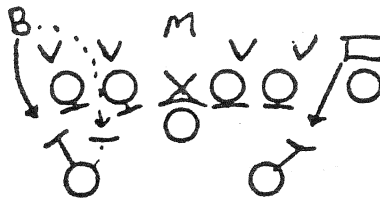
GREEN - This is maximum protection with three receivers involved in the pattern.

CENTER - Keys MLB and then stay in middle.

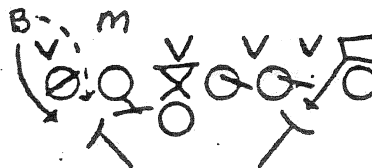
TIGHT BACKS - Key outside LB'ers on their side. No blitz, run complimentary pattern to call.

NOTE: If Green "BLOCK" is called, backs stay in and help where needed.

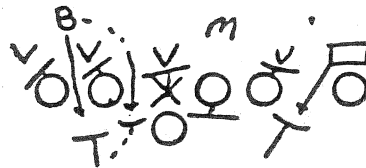
4-3



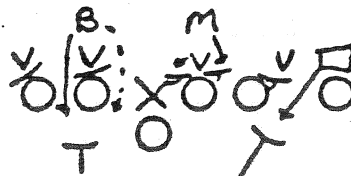
4-OVER



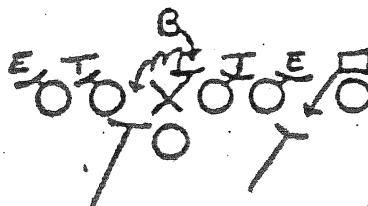
4-UNDER



4-4



5-1



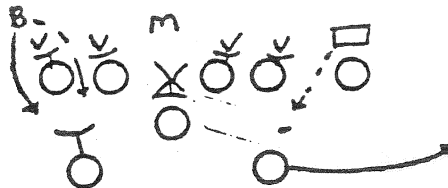
GREEN RIGHT OR GREEN LEFT (STRONGSIDE FLARE)

This is a four man pattern with the strong back involved in the pattern.

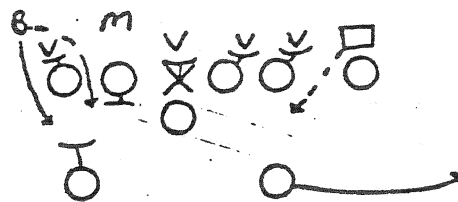
CENTER - Key MLB and then stay in middle.

REMAINING BACK - Key weak LB. No blitz, run arrow.

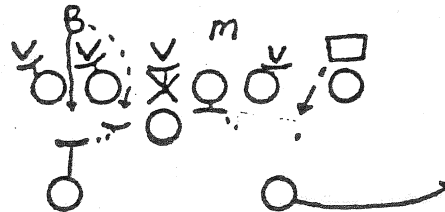
4-3



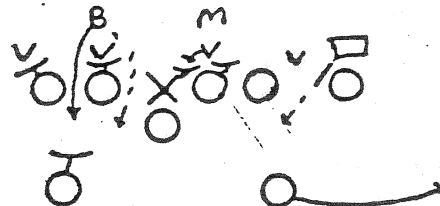
4-OVER



4-UNDER



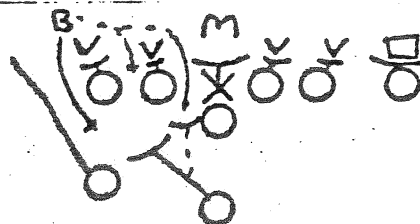
4-4



BROWN RIGHT OR BROWN LEFT

This is a weak side flare with maximum protection. "X" has an automatic slow block unless called otherwise. The remaining back keys the weak linebacker.

CENTER - Keys MLB and stays in middle.

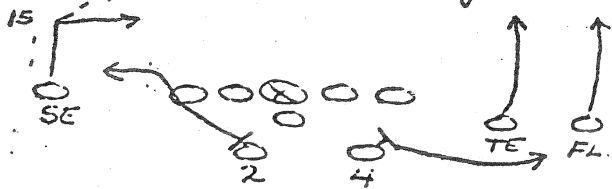


PASS OFFENSE

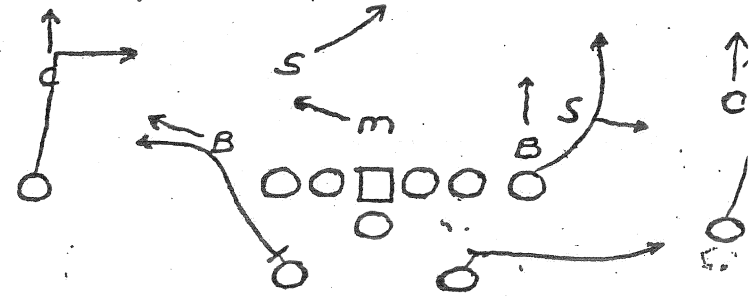
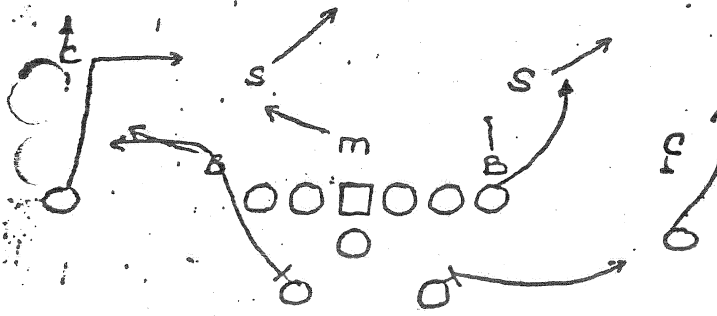
ALL PASSING SERIES

1. 50 Series
Quick passing with set and cut blocking (3 man pattern).
2. 60 Series
Basic combination and individual patterns with maximum protection (3 man pattern with possibility of 4 or 5).
3. 70 Series
Basic combination and individual patterns with the SLB free on a blitz.
4. 80 Series
Weakside passing with weak flow. Can have strongside combinations with weak flow.
5. 90 Series
Basic combination and individual patterns with SLB and WLB free on blitzes.
6. 100 Series
Play Action pass where the QB fakes running play and drops straight back.
7. 200 Series
Roll out by QB. Play Action. Play Action where QB rolls toward flow.
8. 300 Series
Bootleg action. QB goes away from flow.
9. 500 Series
Screen passes - regular and quick screens.
10. 600 Series
Option run or pass by backs.

Slot open Split Right

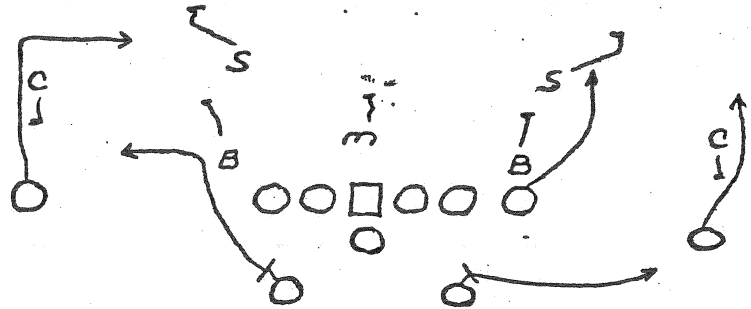
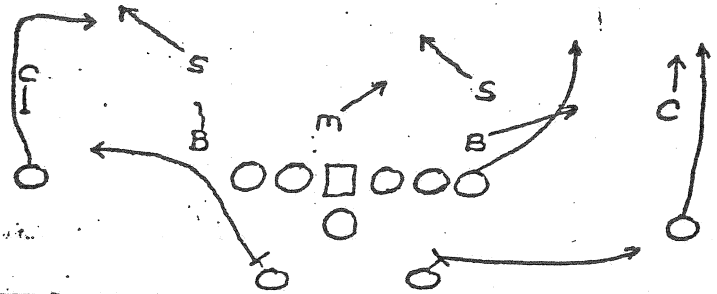


Stg. Sd. SS Zone - Blue 1



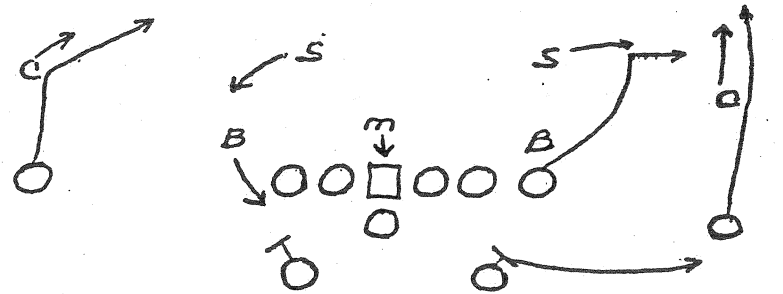
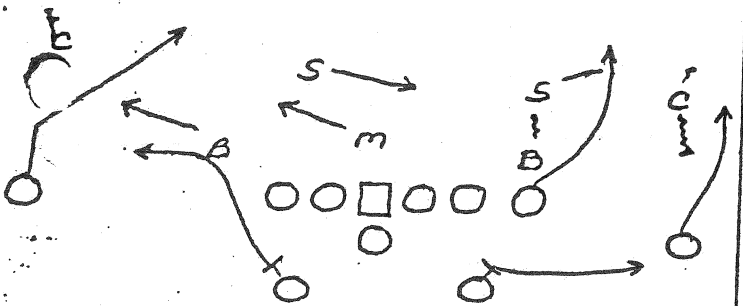
Wk Sd CB Zone - Brown 10

5 Sht - 2 deep - 2 kick



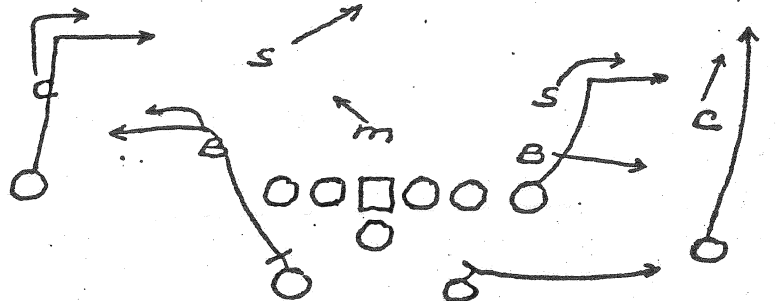
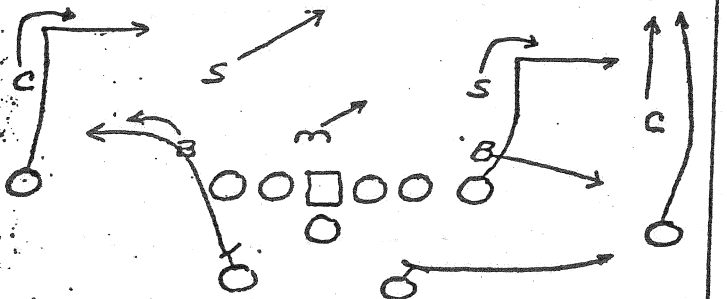
Combination - 7 Web

man - W - M Blitz (blast)



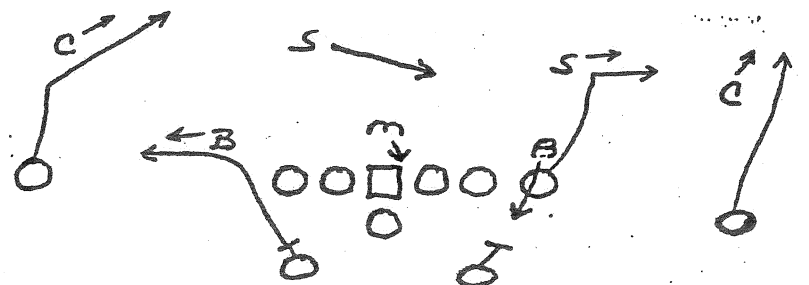
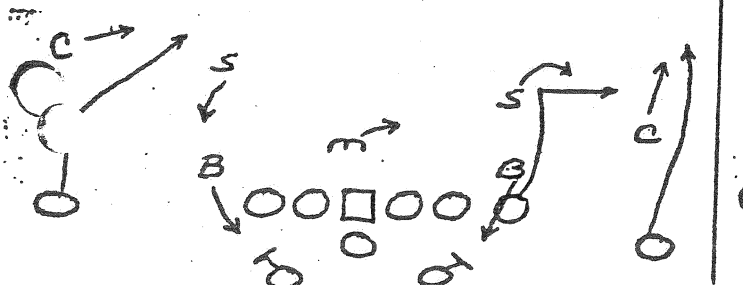
man - 6

man - 3

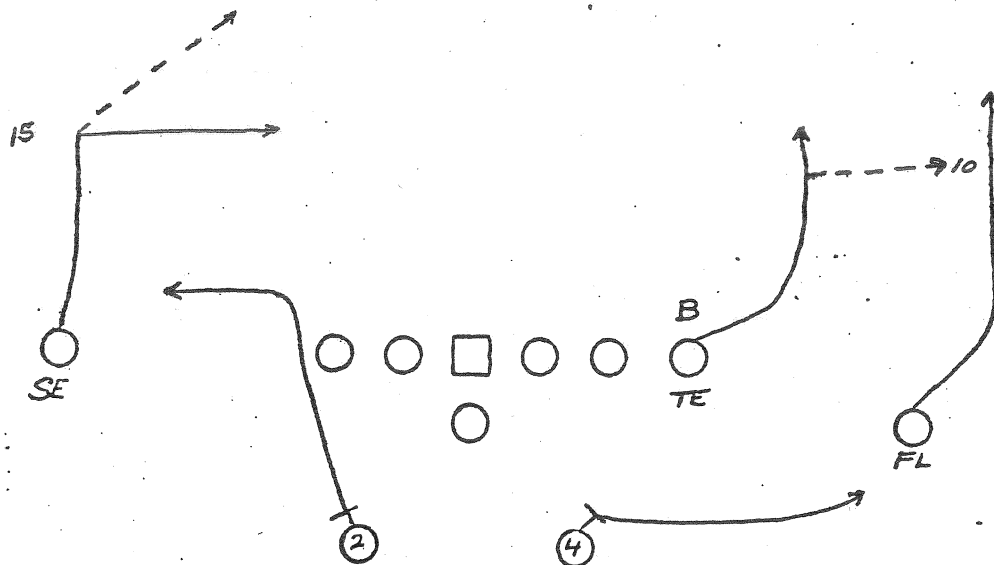


man S - W Blitz (Blow)

man S - W Blitz (fire)



SPLIT RT (SWITCH) 60 ZONE

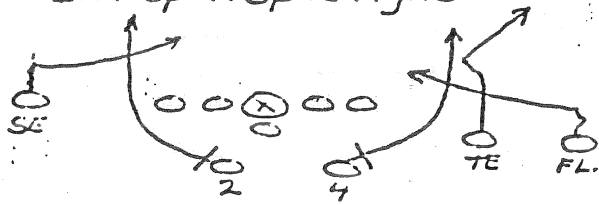


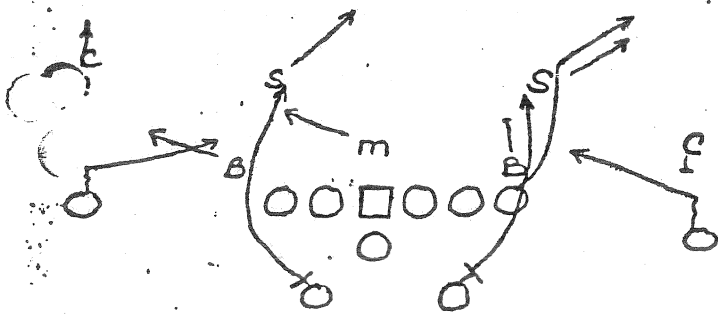
- SE - Run a center at 15 yds, if FS is in a combo or he comes up to cover a back run a deep post.
TE - Outside release, run a straight if SS is in any kind of zone. If he covers you man to man run a square out at 10 yds.
FL - Run a go and hug the sideline.
2 - Check WLB, FS for Blitz, no blitz run a flat.
4 - Check SLB, SS for Blitz, no blitz run a swing.

NOTES

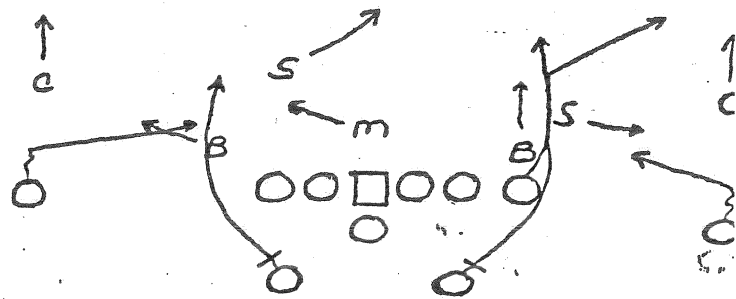
60 OUTSIDE DELAY-OTHER FORMATIONS

Slot open split right

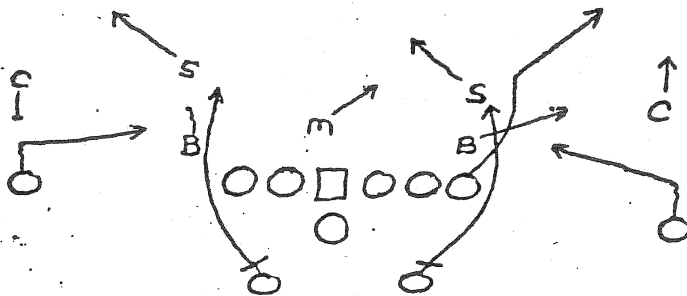




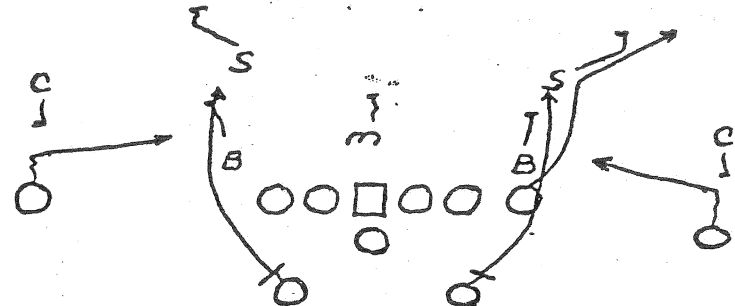
Wk Sd CB Zone - Brown 10



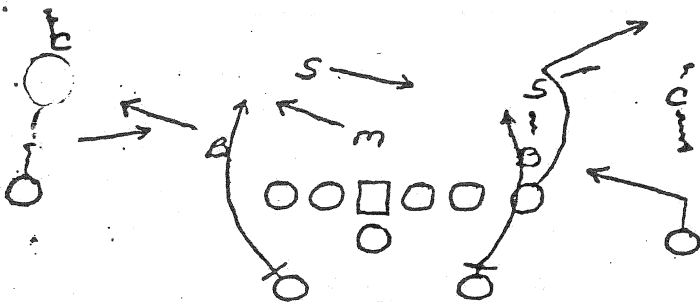
5 Sht - 2 deep - 2 kick



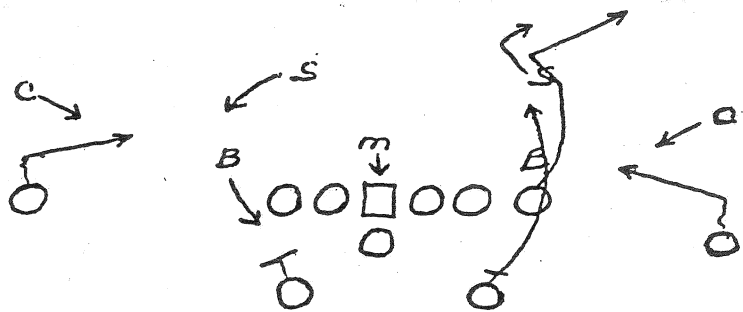
Combination - 7 Web



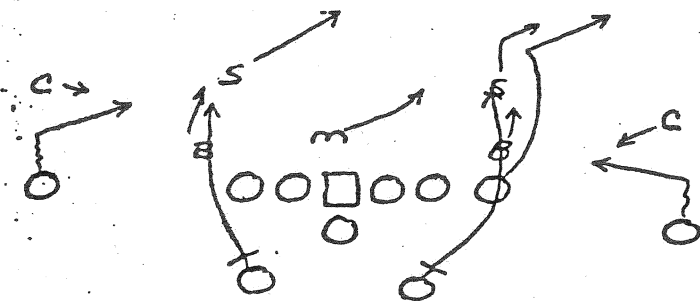
man - W - M Blitz (blast)



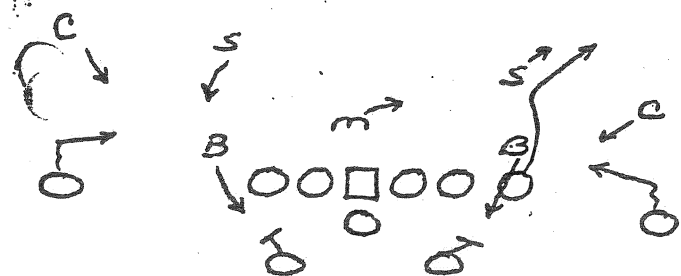
man - 6



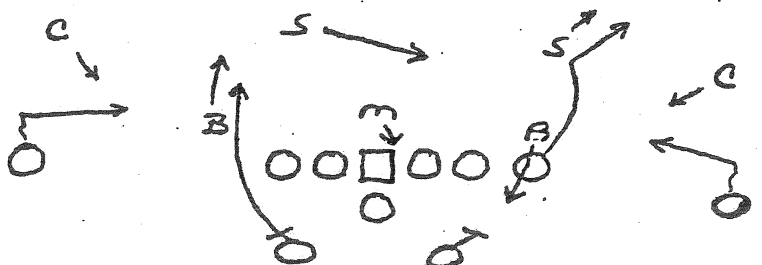
man - 3



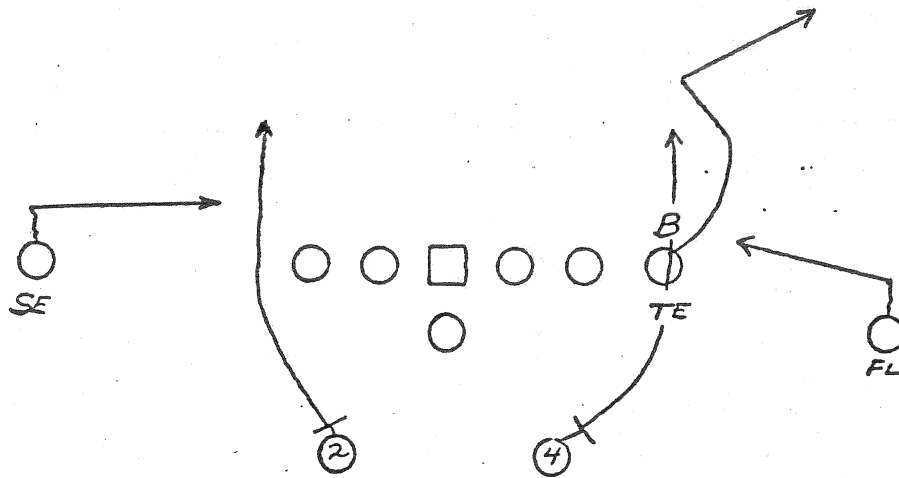
man S - W Blitz (Blow)



man S - W Blitz (fire)



SPLIT RT (SWITCH) 60 OUTSIDE DELAY



SE - Delay, don't be in a hurry.

TE - Outside release, run a corner off a post move.

FL - Delay, don't be in a hurry.

2 - Check WLB, FS Blitz, no blitz run a far.

4 - Check SLB, SS Blitz, no blitz run a far.

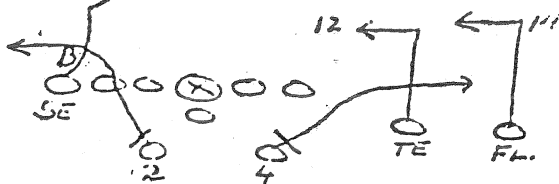
QB - Read MLB to SS - throw away from side MLB drops to. SS in zone go to outside receiver - if SS in man go to TE.

* This is primarily a zone pattern, if in man check off.

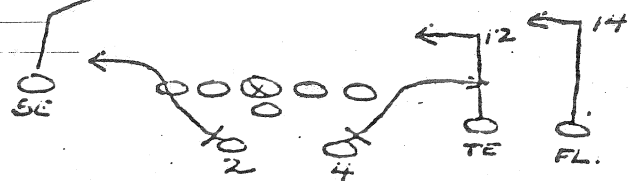
NOTES

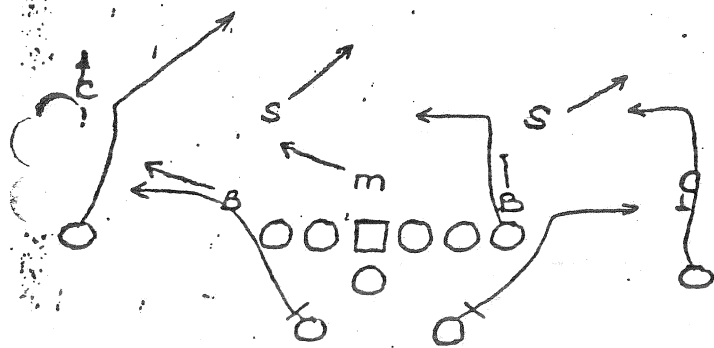
60 TE CENTER - OTHER FORMATIONS

Slot Split Right

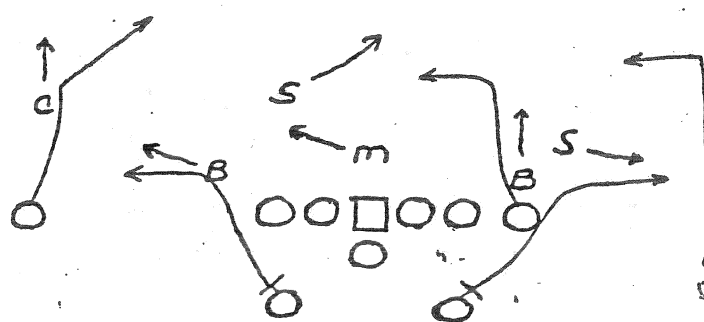


Slot Open Split Right

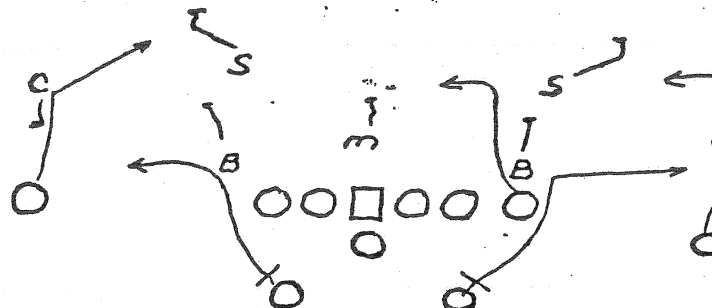
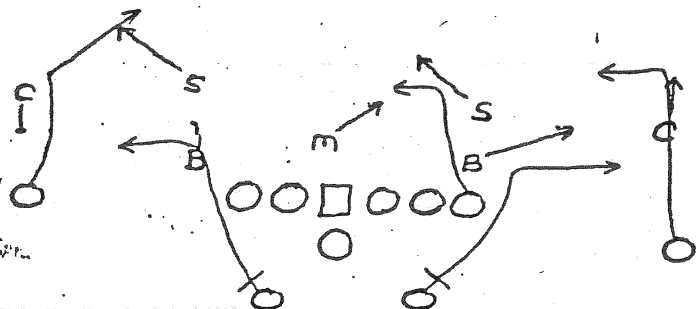




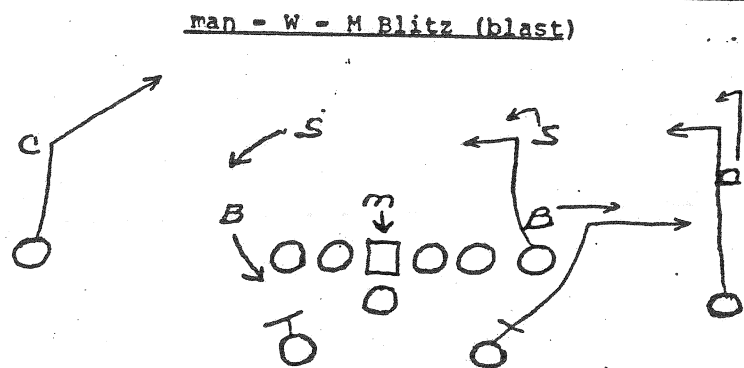
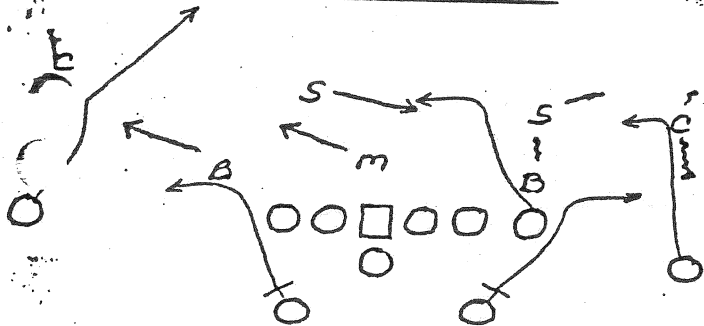
Wk Sd CB Zone - Brown 10



5 Sht - 2 deep - 2 kick

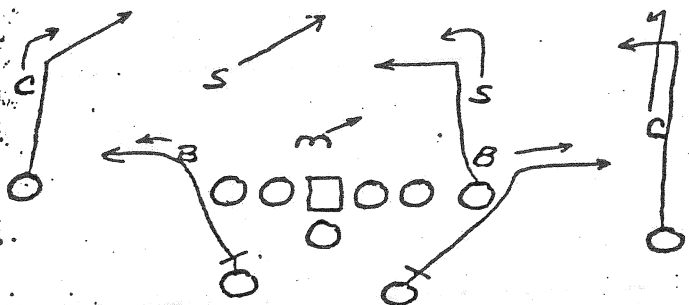


Combination - 7 Web

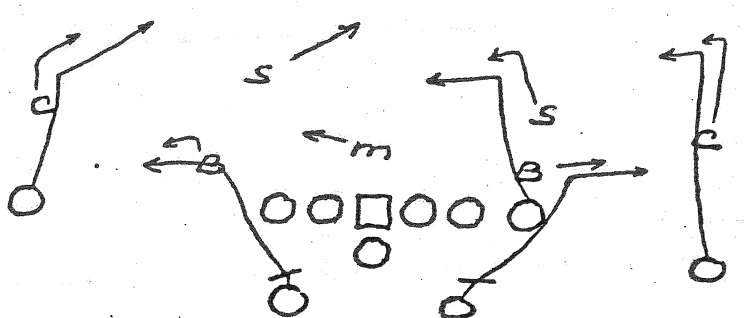


man - W - M Blitz (blast)

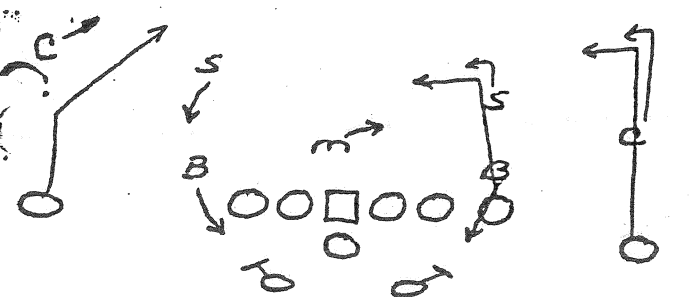
man - 6



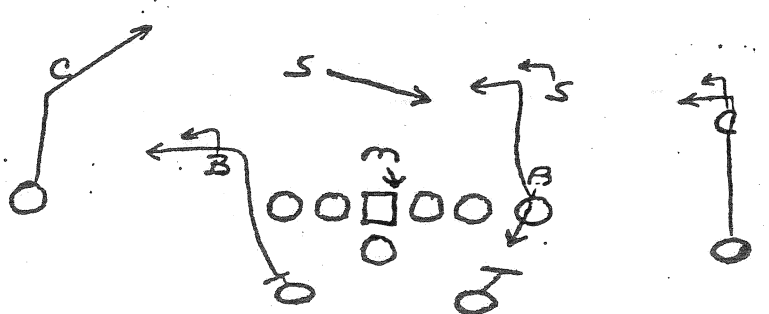
man - 3



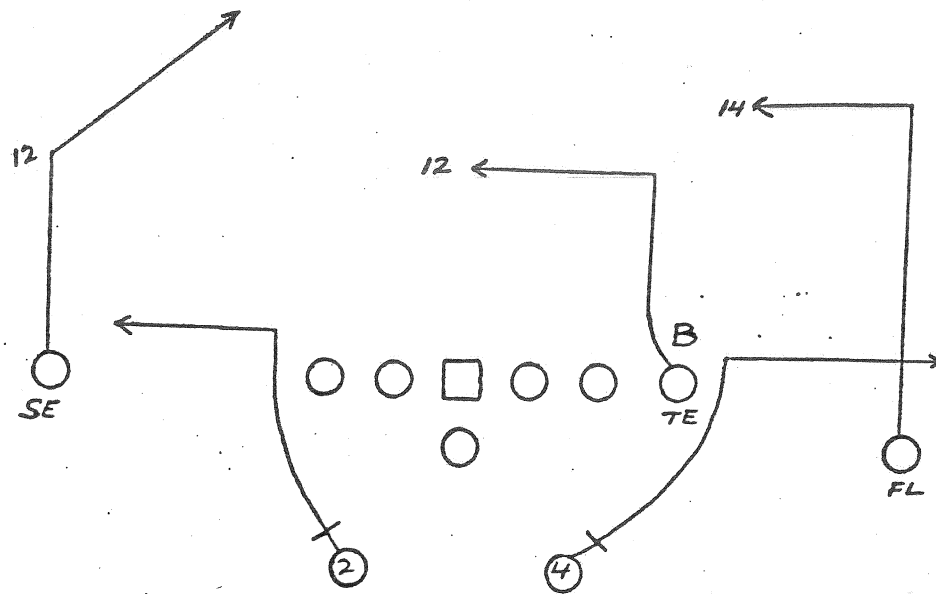
man S - W Blitz (Blow)



man S - W Blitz (fire)



SPLIT RT (SWITCH) 60 TE CENTER

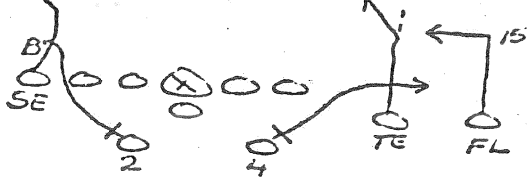


- SE - Deep post at 12 yds.
- TE - Inside release, run a center at 12 yds.
- FL - Run a center at 14 yds.
- 2 - Check WLB, FS for Blitz, no blitz, run a flat.
- 4 - Check SLB, SS for Blitz, no blitz, run a flat.
- QB - 7 step drop - on pre-snap look - if you feel a man or combo think of the SE on a deep post - on snap if FS in middle or rotates to weakside, look to TE, to F to 4.

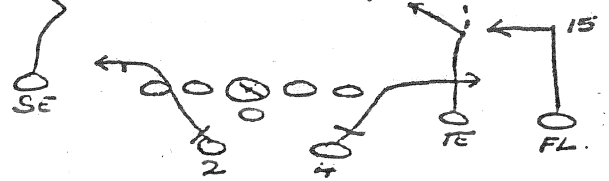
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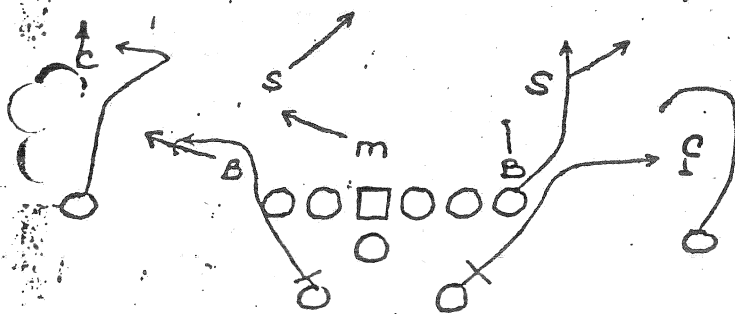
60 TE POST - OTHER FORMATIONS

Slot Split Right

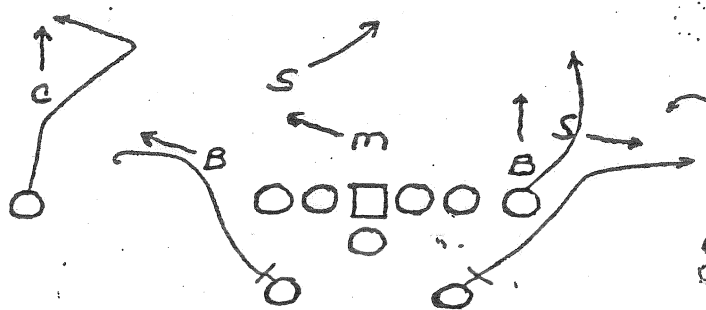


Slot open split Right

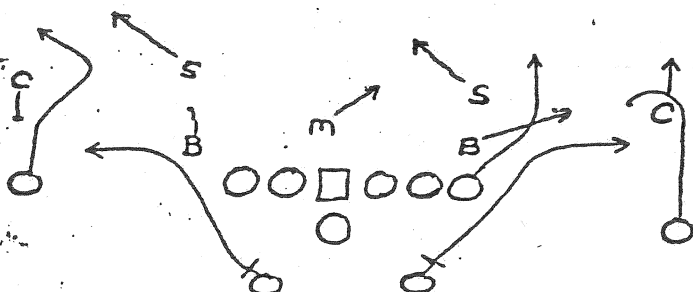




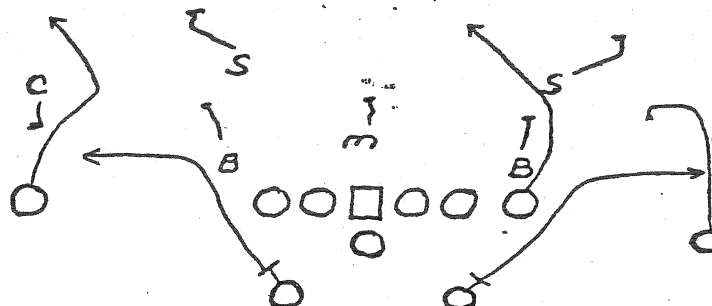
Wk Sd CB Zone - Brown 10



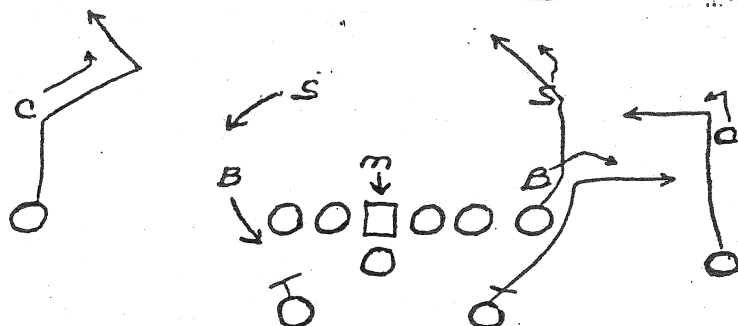
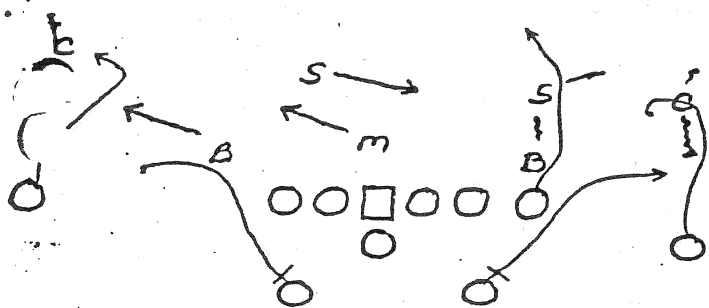
5 Sht - 2 deep - 2 kick



Combination - 7 Web

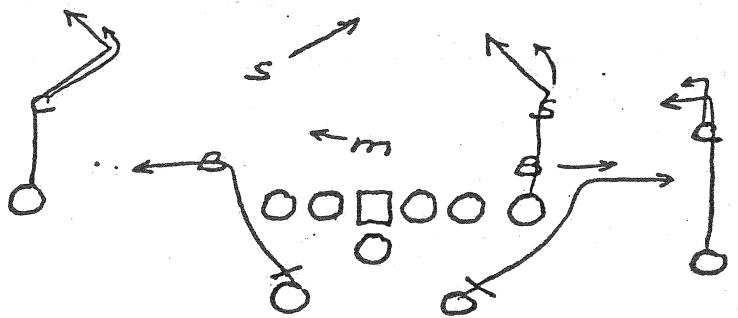
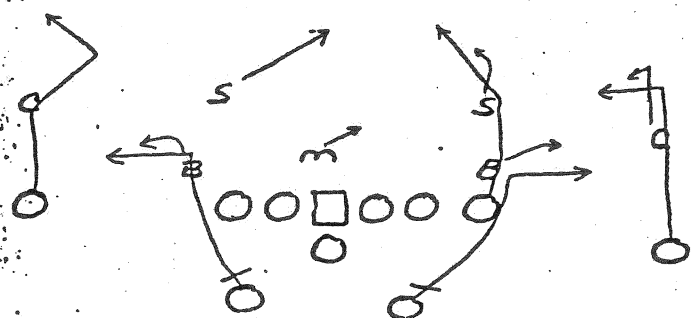


man - W - M Blitz (blast)



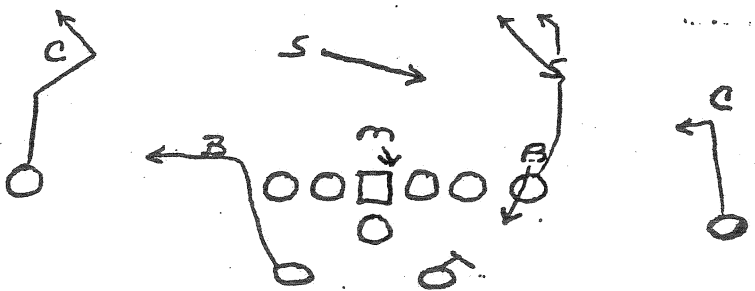
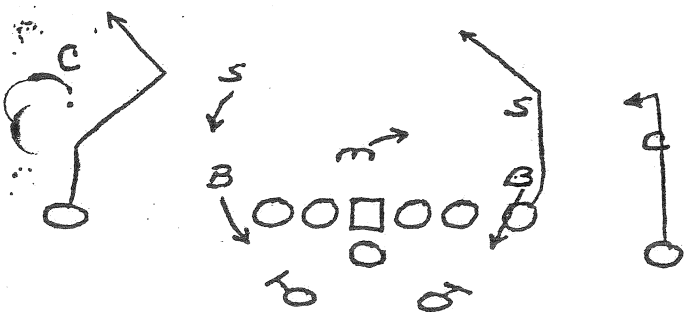
man - 6

man - 3

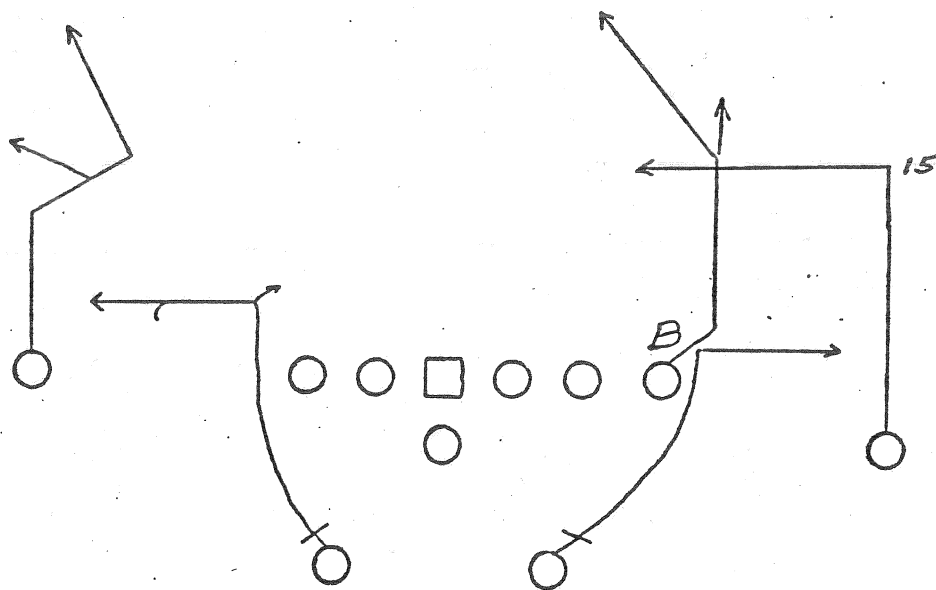


man S - W Blitz (Blow)

man S - W Blitz (fire)



SPLIT RT (SWITCH) 60 TE POST

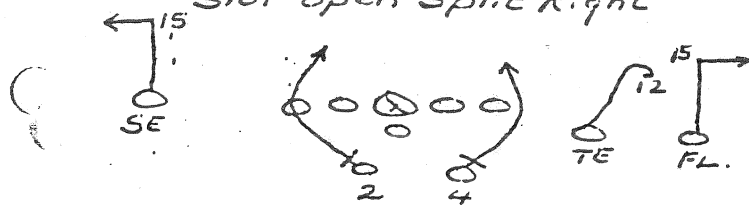


- SE - Run a deep corner, if your corner drops deep in his zone, cut your corner off into a short corner and find an open area.
- TE - Read the SS: 1) if he covers you man to man give him a move and run a deep post. 2) if he leaves you and plays any type of zone run a straight.
- FL - Read the SS: 1) if he covers the TE man to man run a 15 yd center. 2) if he leaves the TE run a 15 yd curl.
- 2 - Check FS, WLB for Blitz, no blitz run an option - if the CB rotates up run a flat to hold him.
- 4 - Check SS, SLB for Blitz, no blitz run a flat.
- QB - 7 step drop - read SS: if he plays zone go to TE on a straight, if he plays man key FS - if in deep center go to SE on deep corner - if he is up in coverage or is doubling SE go to TE on deep post.

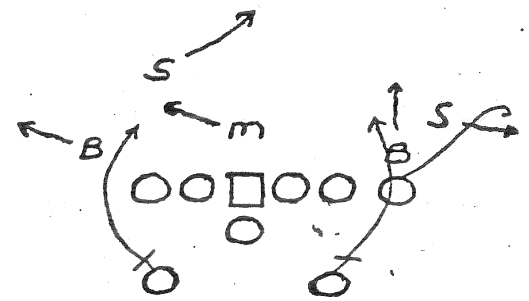
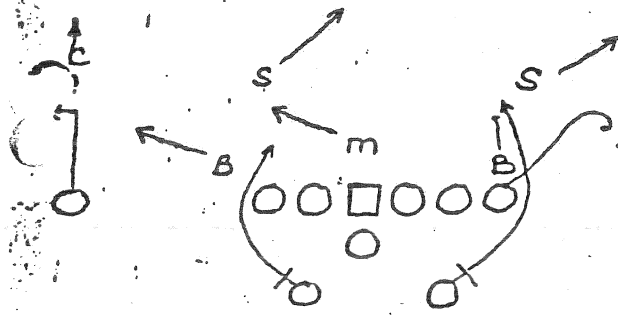
NOTES

60 BASIC-OTHER FORMATIONS

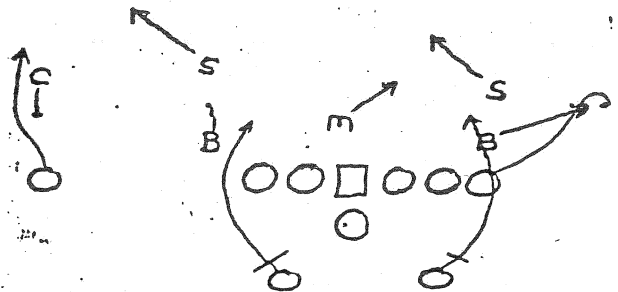
Slot open Split Right



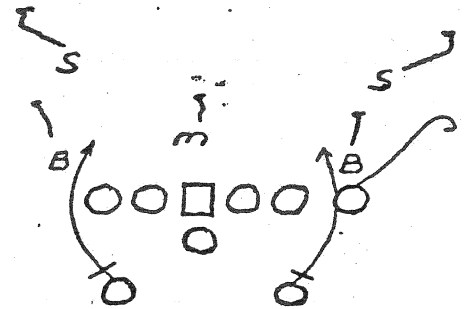
Stg Sd CB Zone-Brown 1



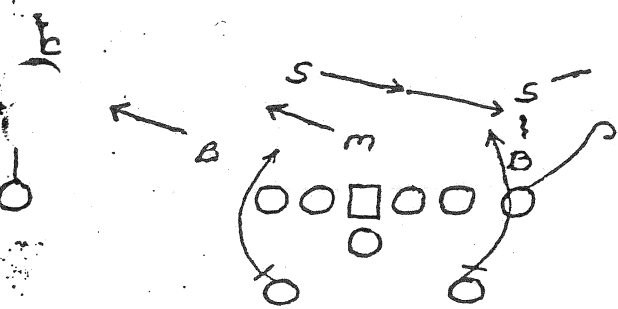
Wk Sd CB Zone - Brown 10



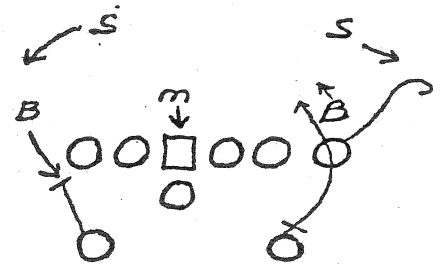
5 Sht - 2 deep - 2 kick



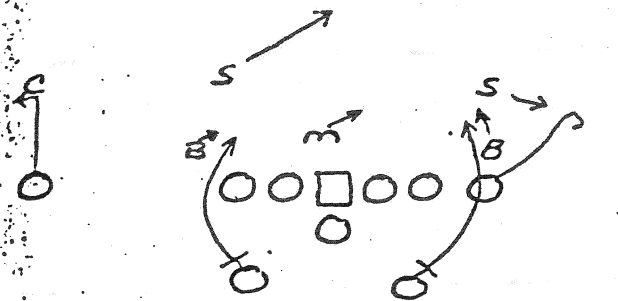
Combination - 7 Web



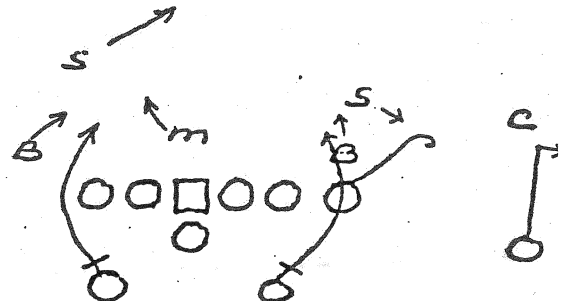
man - W - M Blitz (blast)



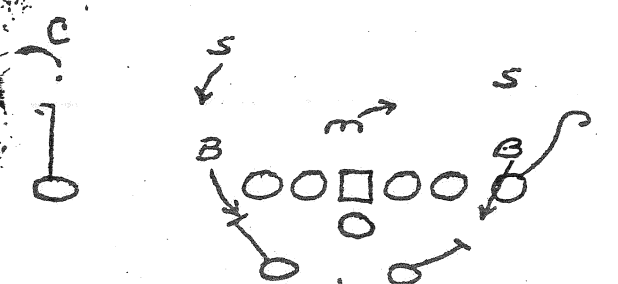
man - 6



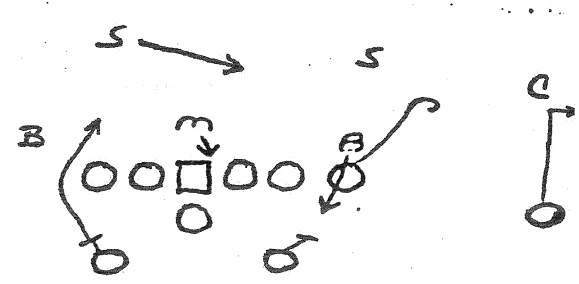
man - 3



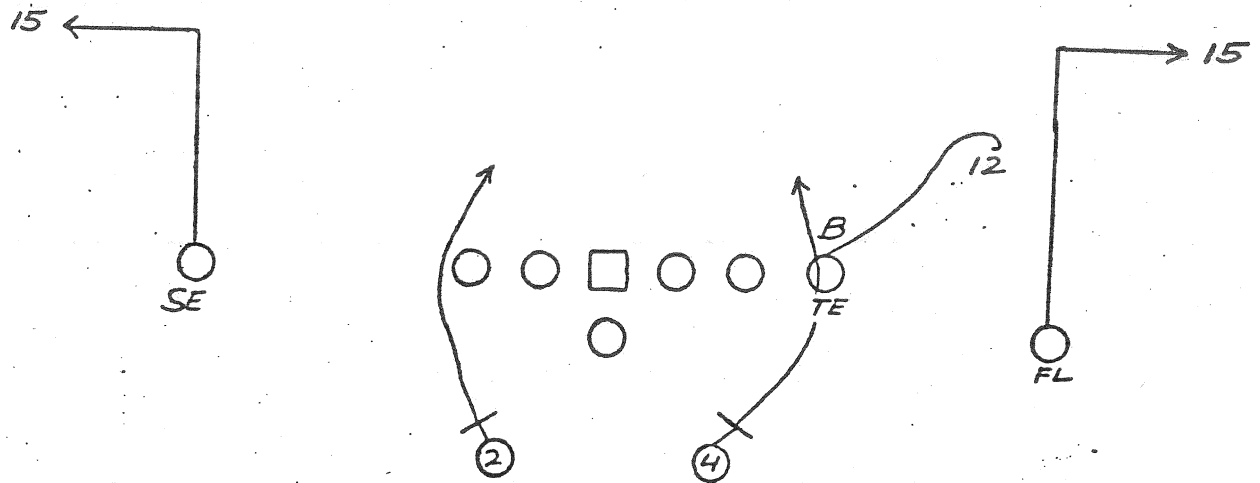
man S - W Blitz (Blow)



man S - W Blitz (Fire)



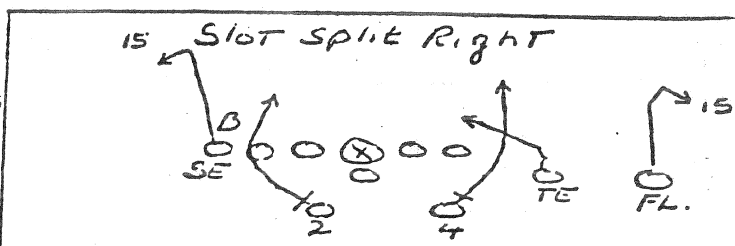
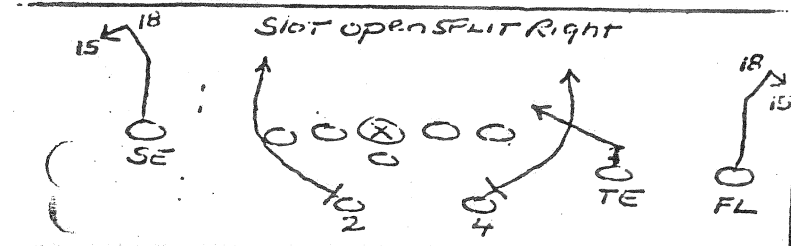
SPLIT RT (SWITCH) 60 BASIC



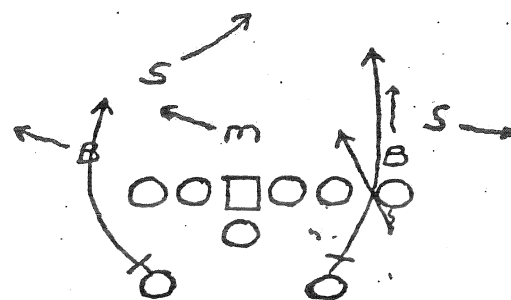
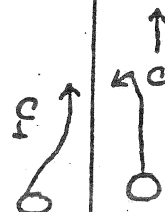
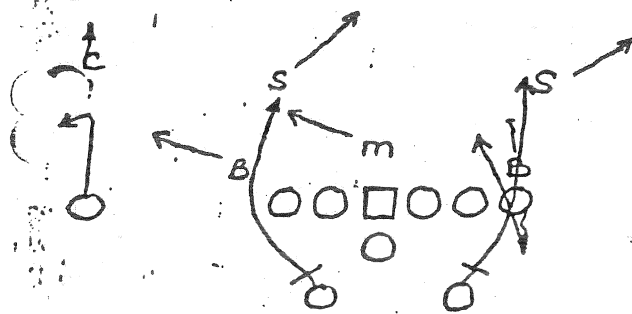
- SE - Square out at 15 yds (corner rotation to your side run a zone adjustment)
TE - Outside release, run a stop at 12 yds.
FL - Square out at 15 yds (corner rotation to your side run a zone adjustment)
2 - Check WLB, FS for Blitz, no Blitz - run your far and look quickly for the ball.
4 - Check SLB, SS for Blitz, no Blitz - run your far and look quickly for the ball.
QB - Throw away from MLB drop - if you see any indication of a potential blitz, check off; 3-5 step drop.
LINE - Fire Block, keep the defensive linemen's hands down.

NOTES

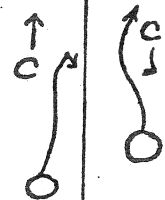
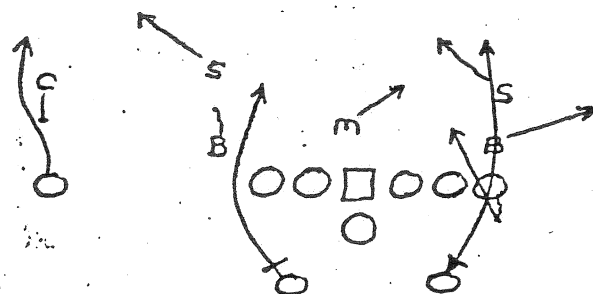
60 TC DELT- OTHER FORMATIONS



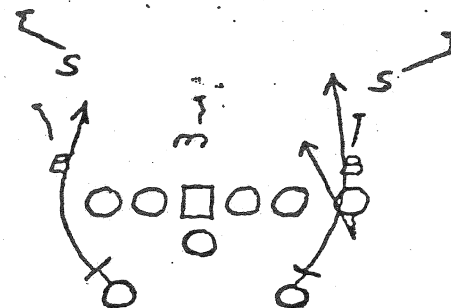
Wk Sd CB Zone - Blue 1



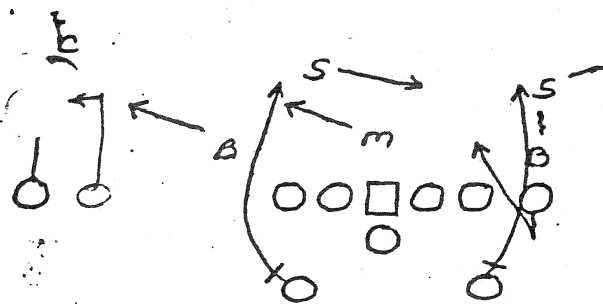
Wk Sd CB Zone - Brown 10



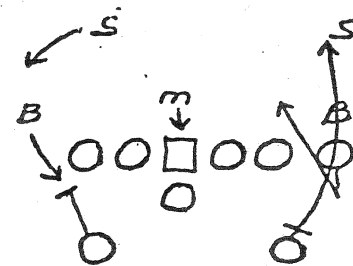
5 Sht - 2 deep - 2 kick



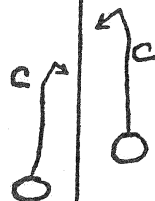
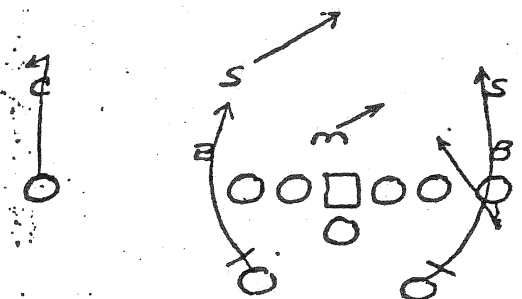
Combination - 7 Web



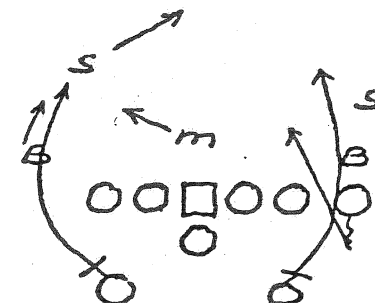
man - W - M Blitz (blast)



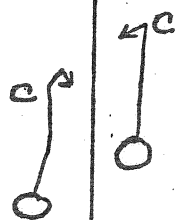
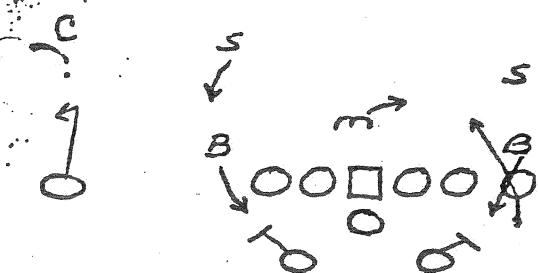
man - 6



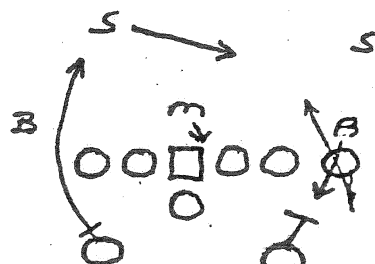
man - 3



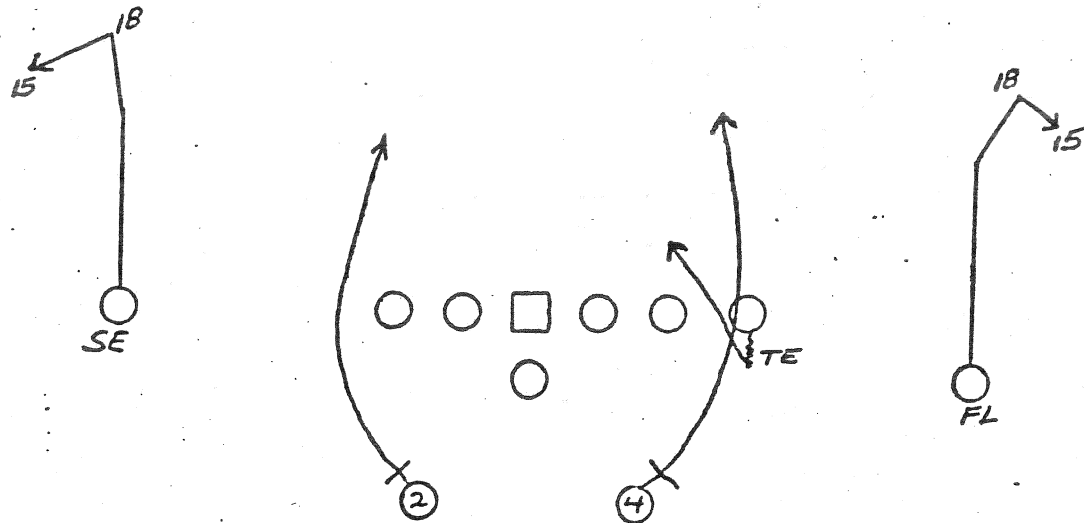
man S - W Blitz (Blow)



man S - W Blitz (fire)



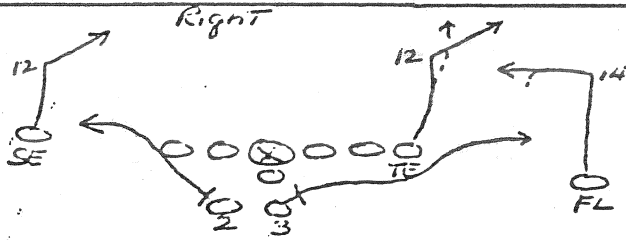
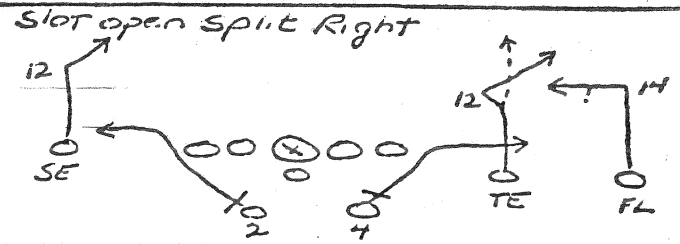
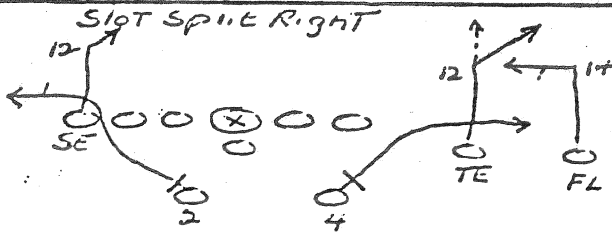
SPLIT RT (SWITCH) 60 TE DELAY



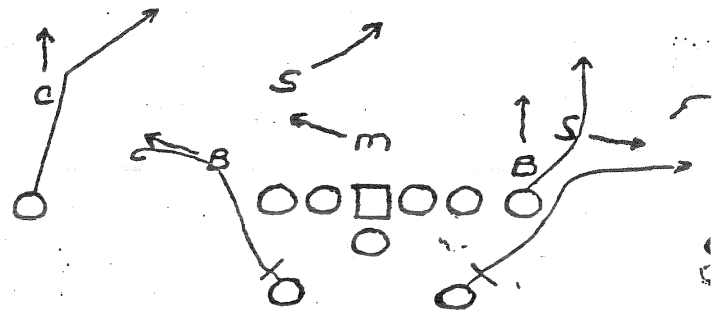
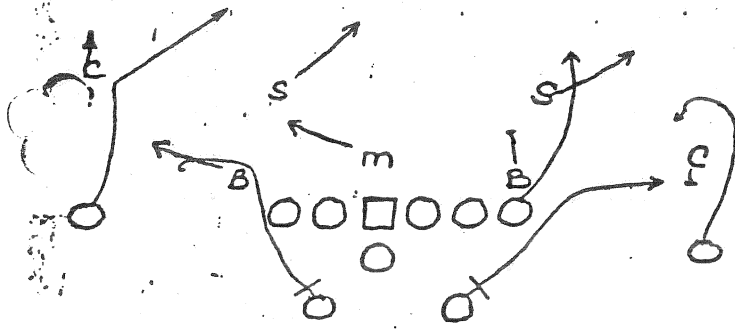
- SE - Come back, zone adjustment if CB rotates up.
TE - Delay, let the 4 back come through and run the pattern (don't be in a hurry).
FL - Come back, zone adjustment if CB rotates up.
2 - Check WLB, FS and run a far full speed.
4 - Check SLB, SS and run a far full speed.
QB - 5 step drop, read the alignment of the safeteys, on snap key SS - if in M-M go to the FL or SE on a man to man pattern (CB) if a zone hit your delay - if you feel a combo and can see it, go to your Z back.

NOTES

60 TE CORNER-OTHER FORMATIONS

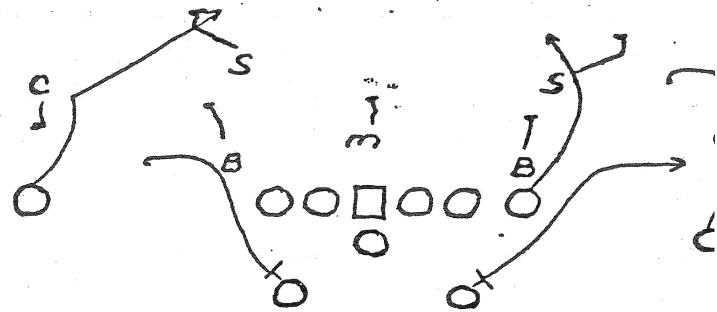
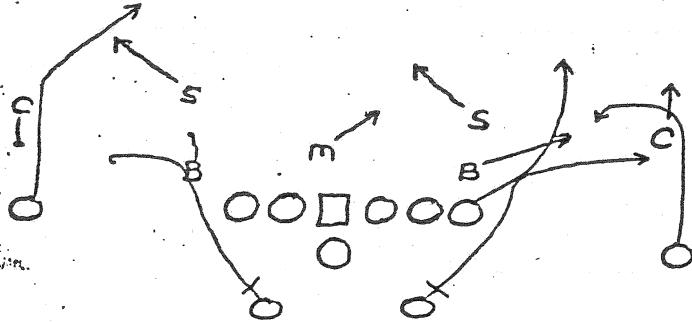


Sto su ss zone - Blue 1



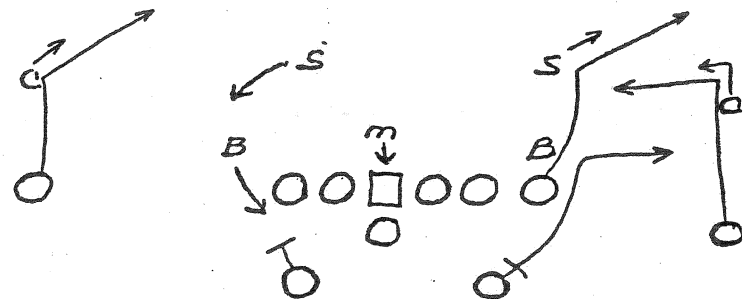
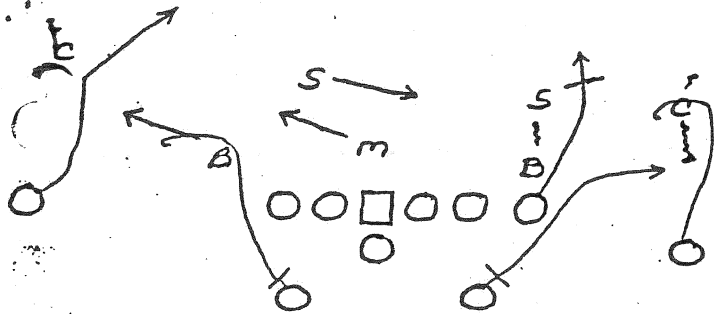
Wk Sd CB Zone - Brown 10

5 Sht - 2 deep - 2 kick



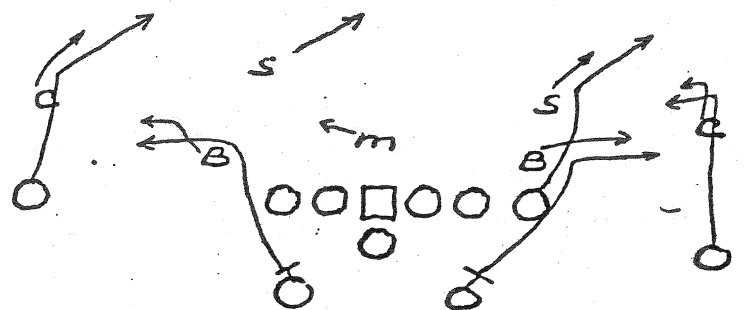
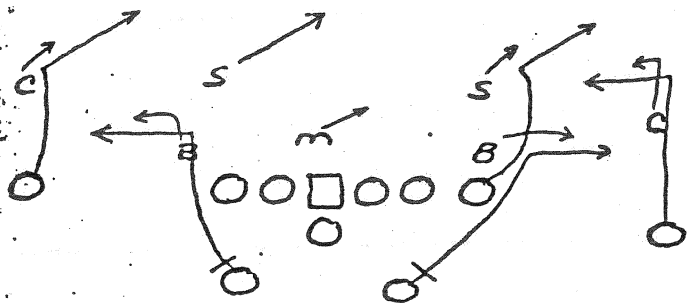
Combination - 7 Web

man - W - M Blitz (blast)



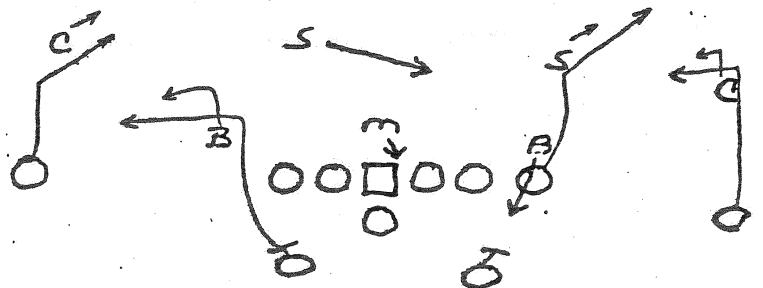
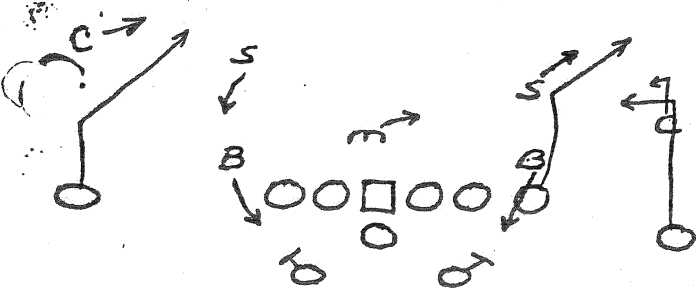
man - 6

man - 3

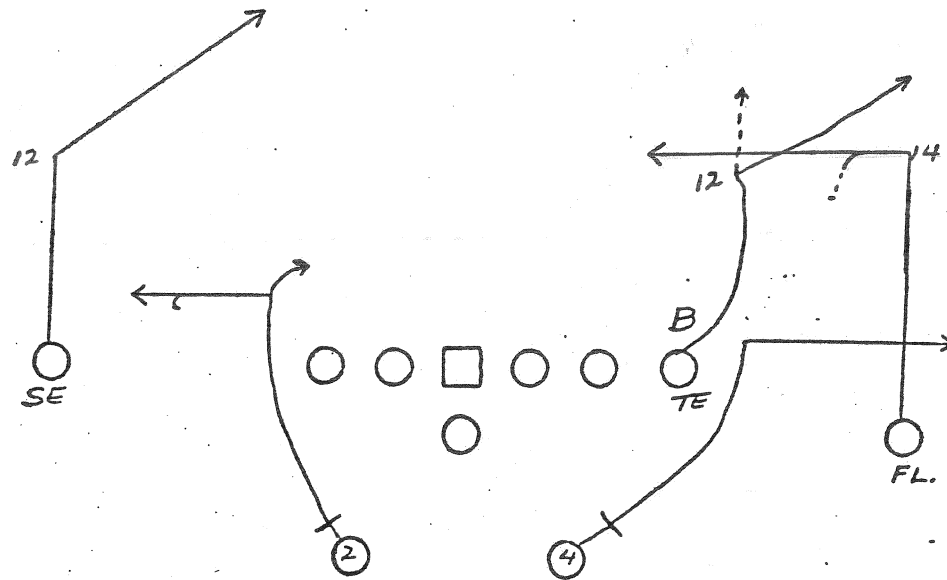


man S - W Blitz (Blow)

man S - W Blitz (fire)

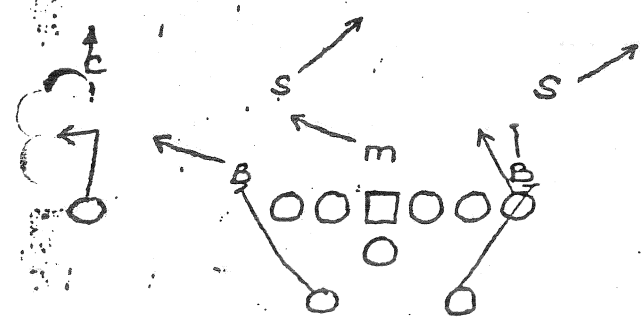


SPLIT RT (SWITCH) 60 TE CORNER

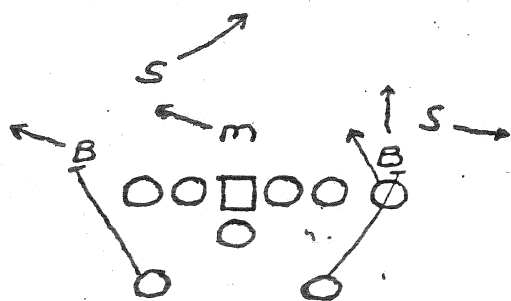


- SE - Deep post at 12 yds.
 TE - Outside release 1) vs. man give a move and run a deep corner at 12 yds.
 2) vs. zone run a straight.
 FL - Read the SS: 1) vs. man run a 14 yd center 2) vs. zone move by the SS (weak or strong) run a 14 yd curl and look for the open area.
 2 - Check WLB, FS for Blitz, no blitz run an option.
 4 - Check SLB, SS for Blitz, no blitz run a flat.
 QB - 7 step drop 1) read pre-snap look - feel a man or blitz key FS on snap, if he comes up to cover hit SE on deep post. If he goes middle hit TE on deep corner. 2) read pre-snap look - feel a zone or undecided key SS on snap, if rotates to any zone hit TE on straight, if stays in man try to find FS - if in coverage hit SE if in Center field go to TE on corner.

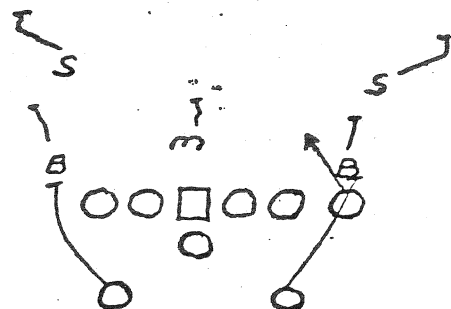
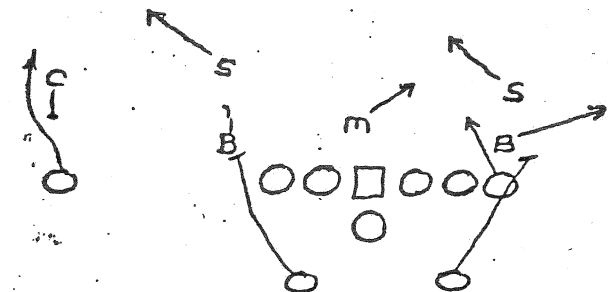
NOTES



Wk Sd CB Zone - Brown 10

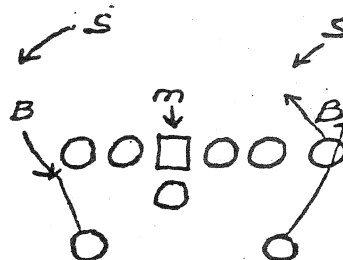
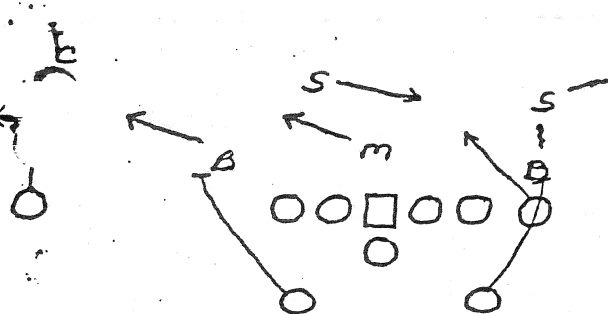


5 Sht - 2 deep - 2 kick



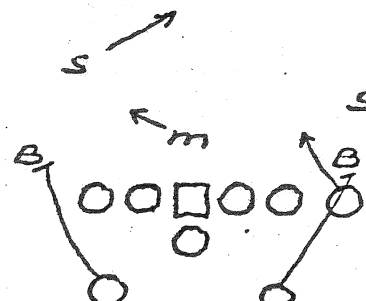
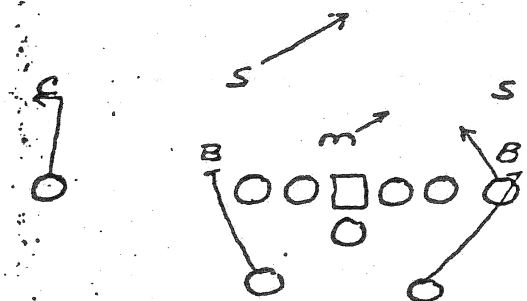
Combination - 7 Web

man - W - M Blitz (blast)



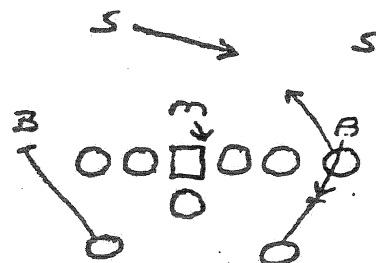
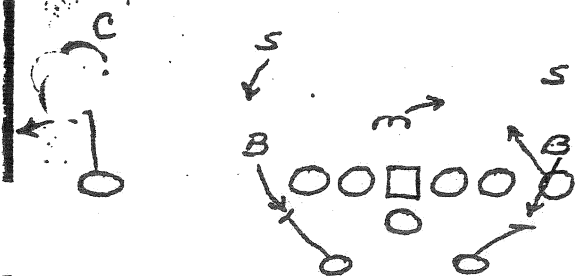
man - 6

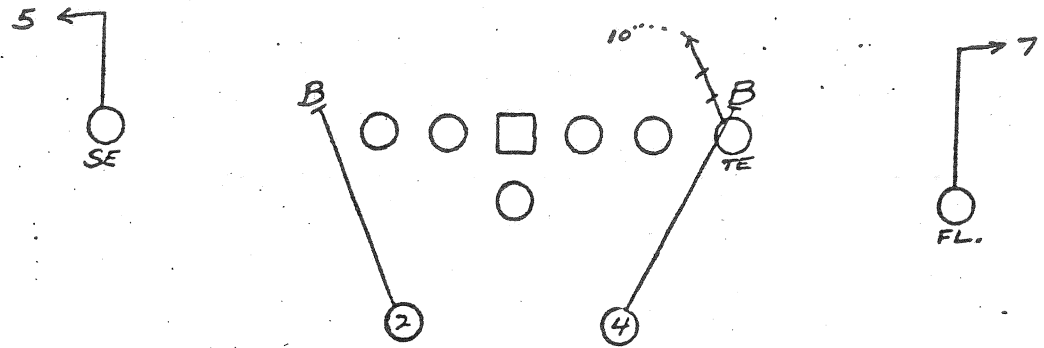
man - 3



man S - W Blitz (Blow)

man S - W Blitz (fire)



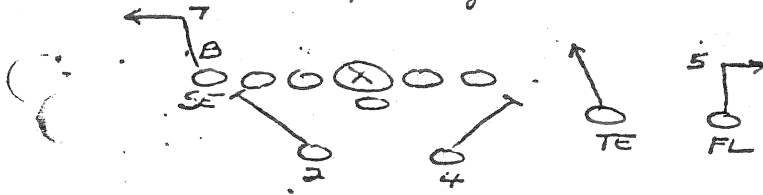


- SE - Quick square out at 5 yds, corner rotation to your side run a zone adjustment.
 TE - Inside release and look for the ball, then find an open area at 10 yds.
 FL - Quick square out at 7 yds; corner rotation to your side run a zone adjustment.
 2 - Attack the WLB at full speed so he can't block the pass.
 4 - Attack the SLB at full speed so he can't block the pass.
 QB - read the alignment of the Safetys and Corners and throw to the side the MLB drops to - if you see a bump and run, check off; 3 step drop.
 Coaching note: The FL runs 2 yds deeper because if the QB comes off the SE because of a defensive coverage or the SE falls he can come back to the FL with a timely pass.
 LINE - Fire blocking, keep the defensive linemen's hands down.

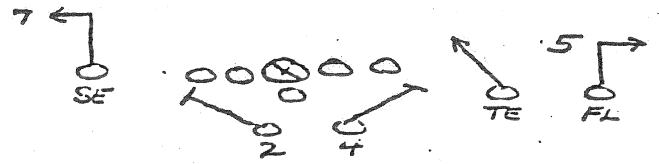
NOTES

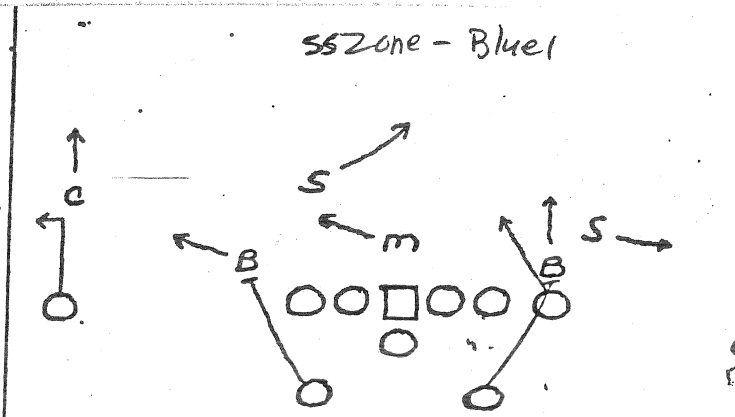
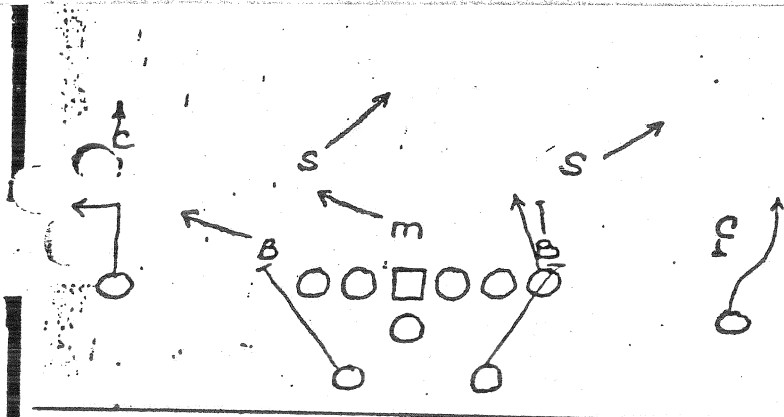
52- OTHER FORMATIONS

Slot Split Right



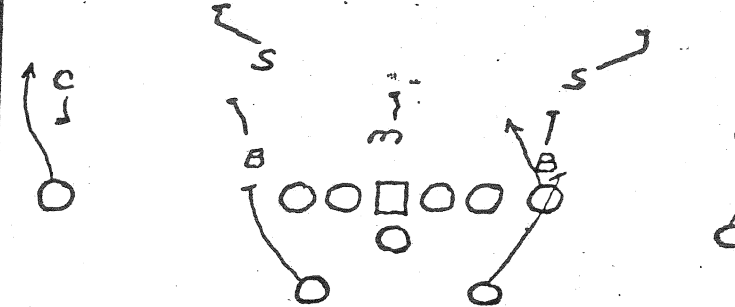
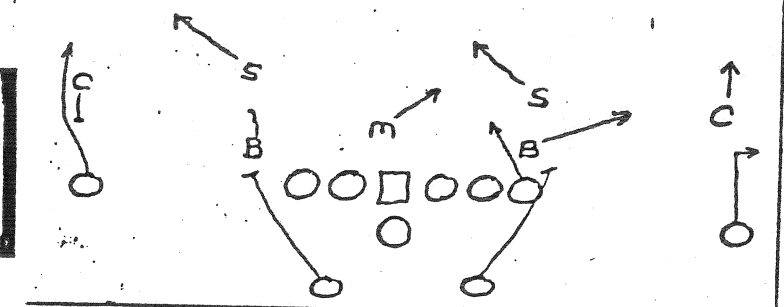
Slot open Split Right





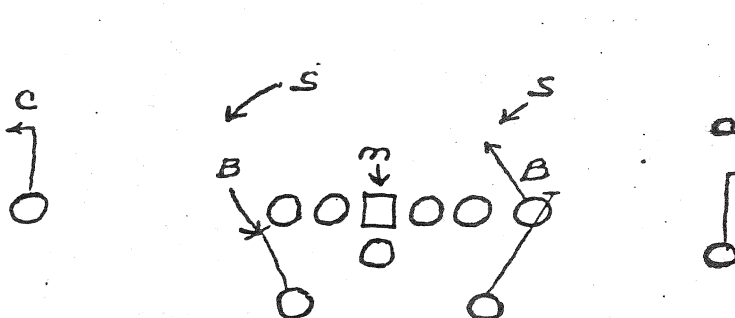
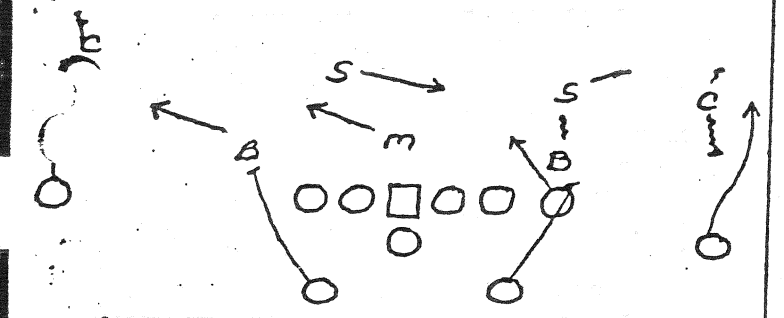
Wk Sd CB Zone - Brown 10

5 Sht - 2 deep - 2 kick



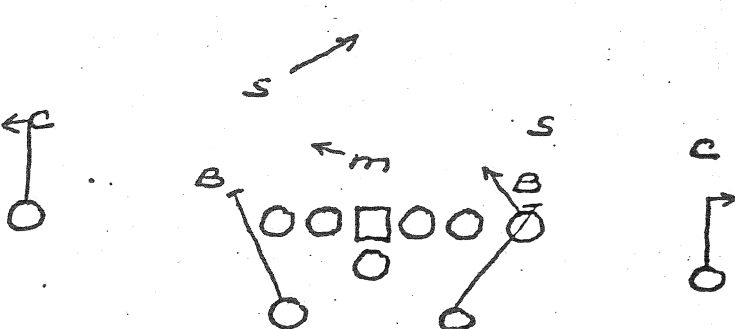
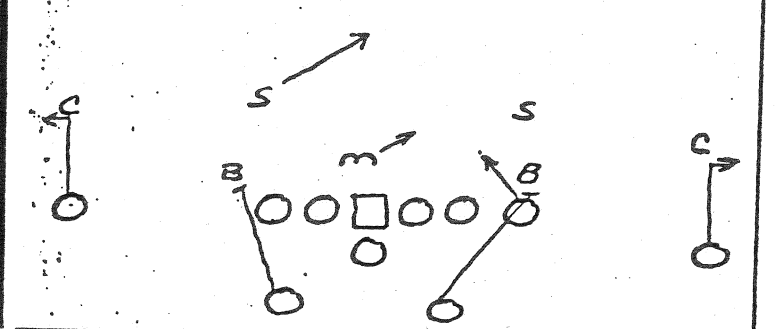
Combination - 7 Web

man - W - M Blitz (blast)



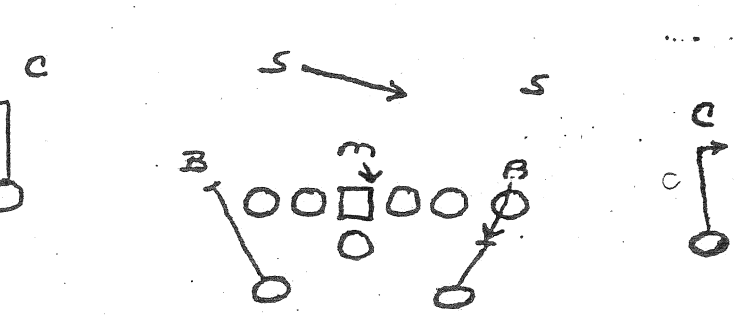
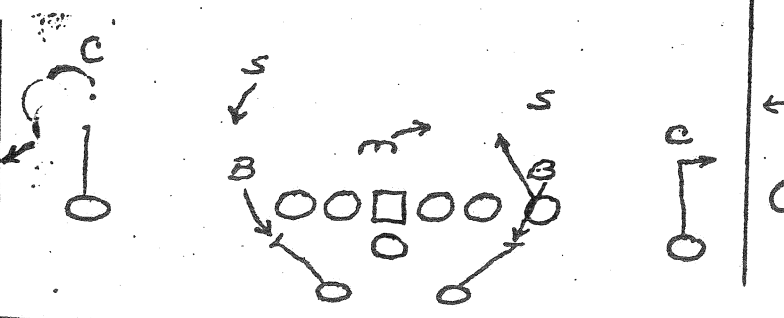
man - 6

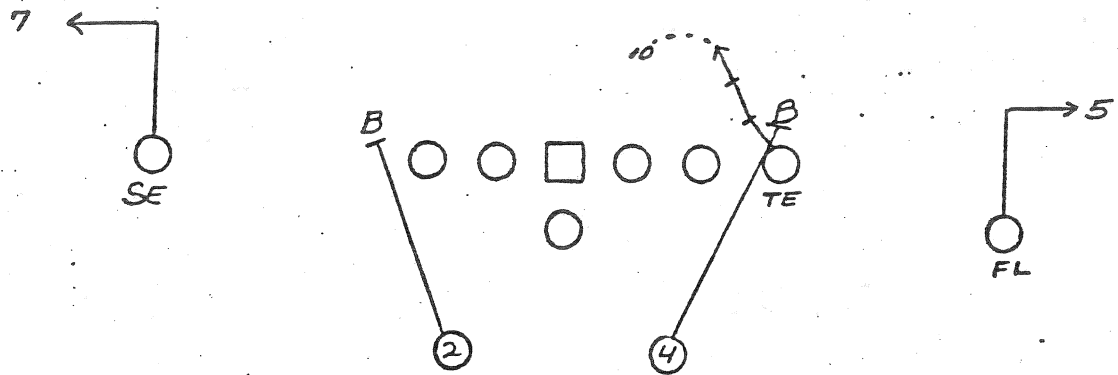
man - 3



man S - W Blitz (Blow)

man S - W Blitz (Fire)



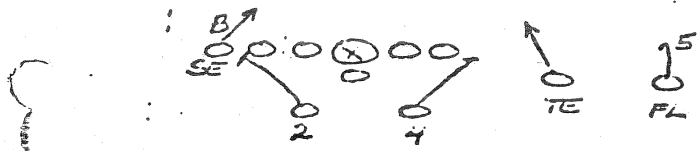


- SE - Quick square out at 7 yds, corner rotation to your side run a zone adjustment.
 TE - Inside release and look for the ball, then find an open area at 10 yds.
 FL - Quick square out at 5 yds, corner rotation to your side run a zone adjustment.
 2 - Attack the WLB at full speed so he can't block the pass.
 4 - Attack the SLB at full speed so he can't block the pass.
 QB - Read the alignment of the Safetys and Corners and throw to the side the MLB drops to. If you see a bump and run, check off; 3 step drop.
 Coaching note: the SE runs 2 yds deeper because if the QB comes off the FL because of a defensive coverage or the FL falls, he can come back to the SE with a timing pass.
 LINE - Fire block.

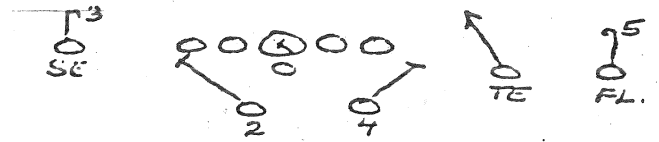
 NOTES

SOUTHERN OTHER FORMATIONS

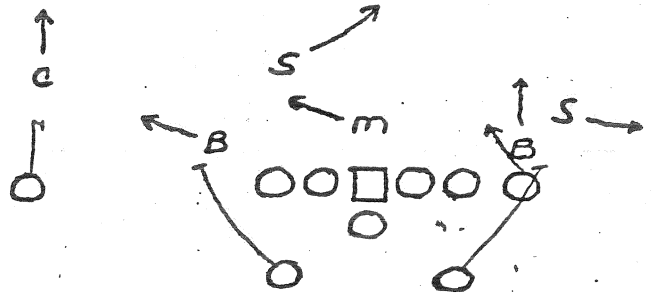
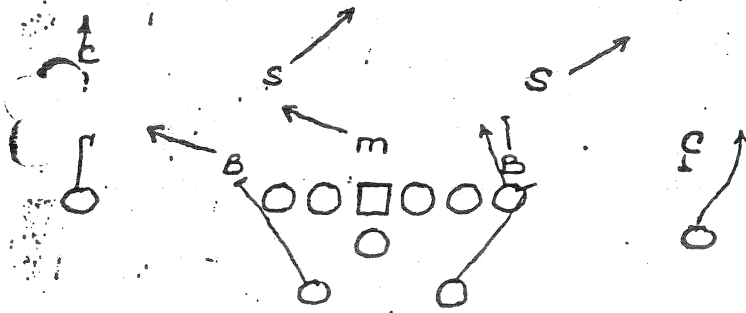
Slot Split Right



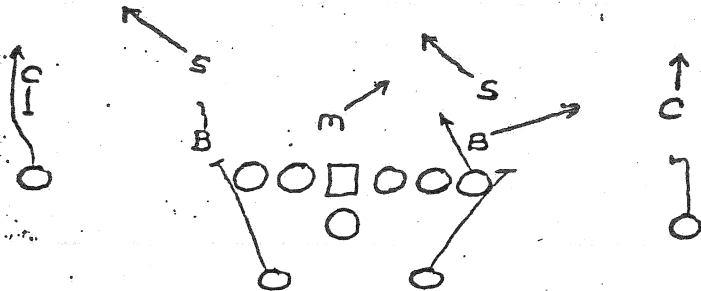
Slot open split Right



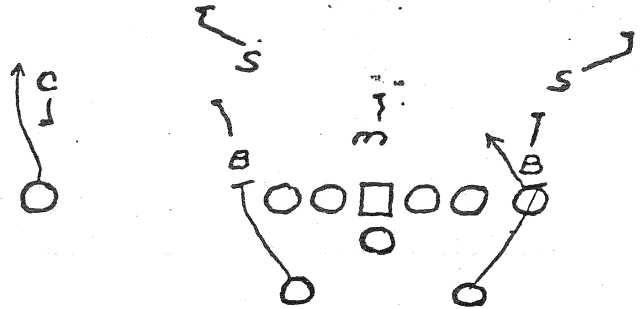
Std Sd CB Zone - Brown 1



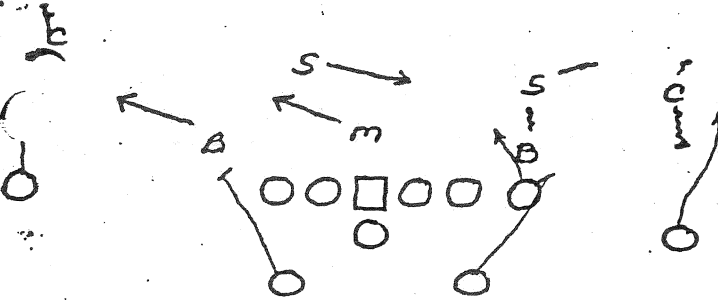
Wk Sd CB Zone - Brown 10



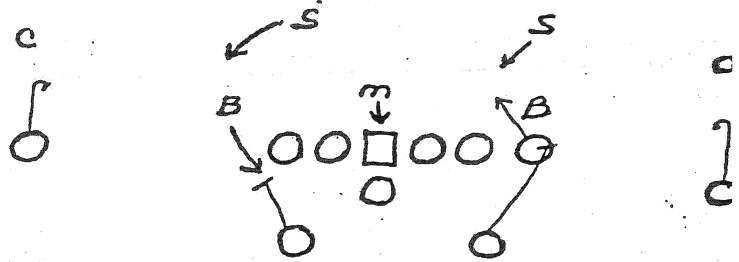
5 Sht - 2 deep - 2 kick



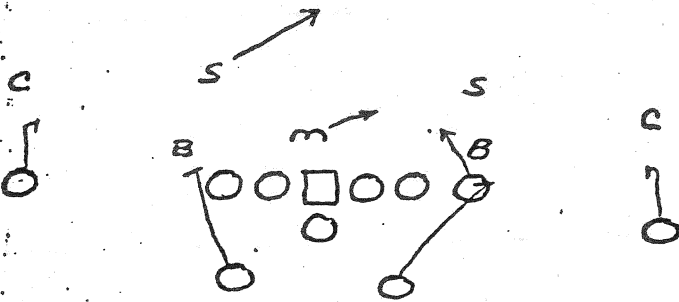
Combination - 7 Web



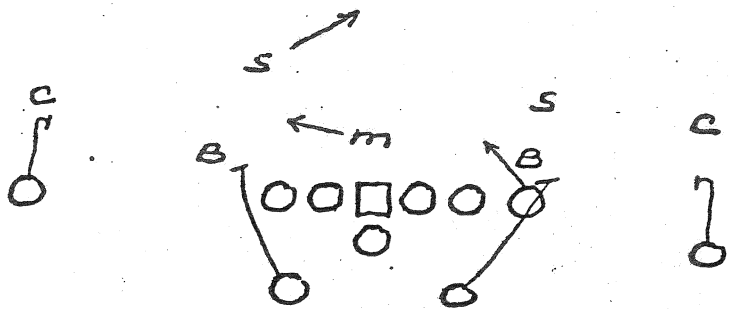
man - W - M Blitz (blast)



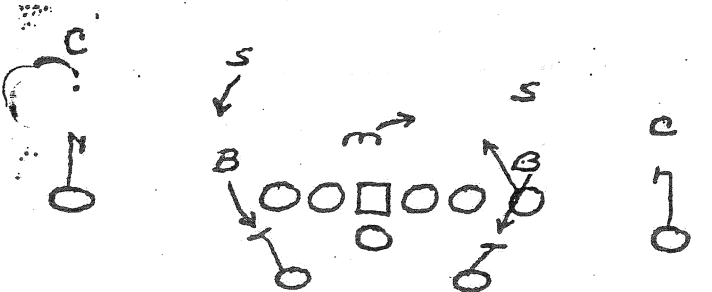
man - 6



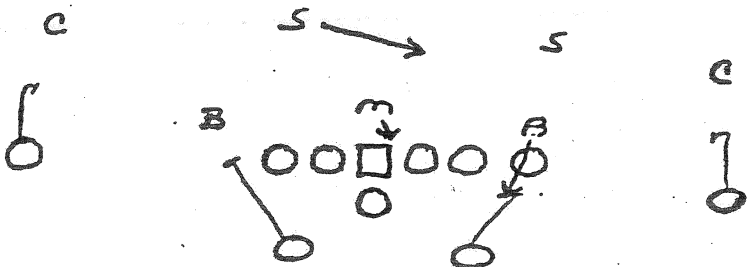
man - 3



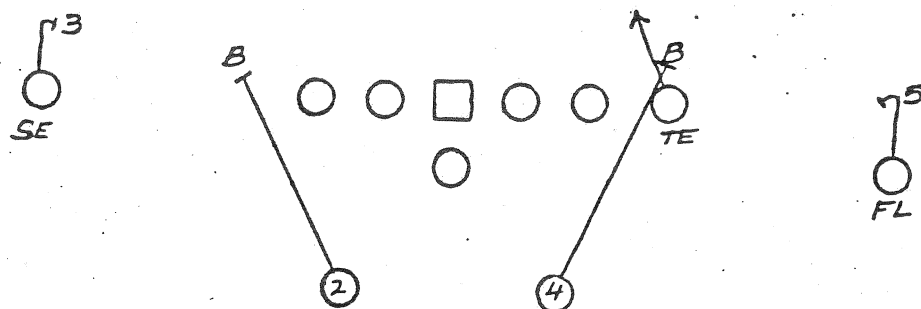
man S - W Blitz (Blow)



man S - W Blitz (fire)



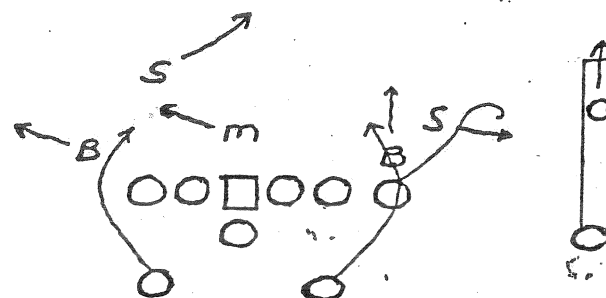
SPLIT RT (SWITCH) 50 HITCH



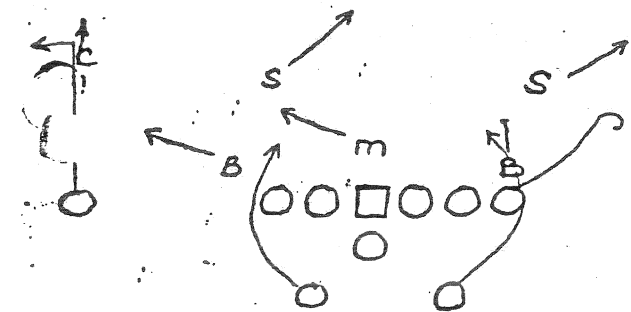
- SE - 2 steps, turn to the QB and look for the ball, corner rotation to your side run a zone adjustment.
- TE - Inside release and look for the ball.
- FL - 3 steps, turn to the QB and look for the ball, corner rotation to your side run a zone adjustment.
- 2 - Attack the WLB full speed so he can't block the pass.
- 4 - Attack the SLB full speed so he can't block the pass.
- QB - Read the alignment of the Safetys and Corners and throw to the side the MLB drops, if you feel a 5 short - 2 deep or see a bump and run check off; 3 step drop.
- LINE - Fire Block.

NOTES

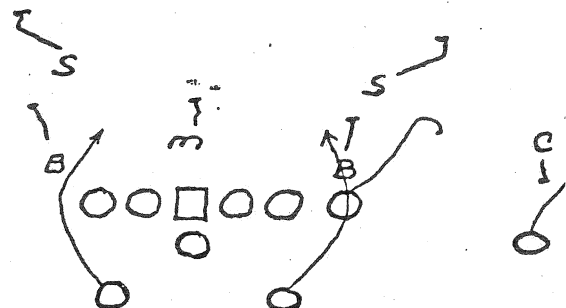
2nd Sd SS Zone - Blue 1



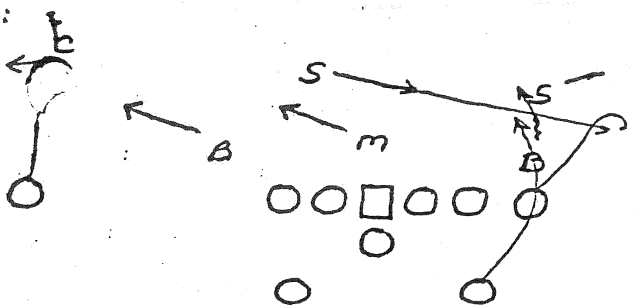
Wk Sd CB Zone - Brown 10



5 Sht - 2 deep - 2 kick

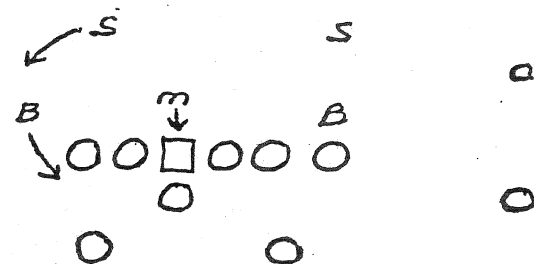


Combination - 7 Web

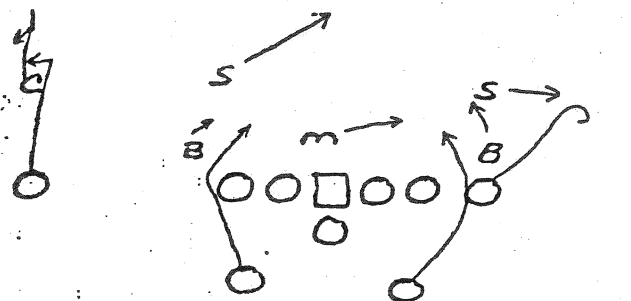


man - W - M Blitz (blast)

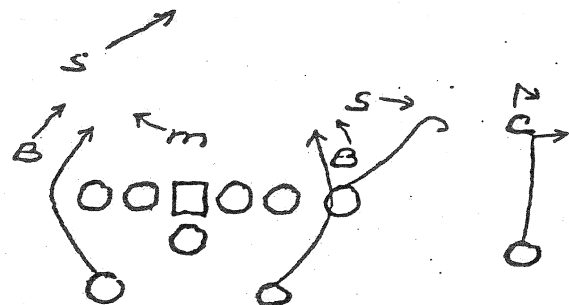
CHECK OFF



man - 6

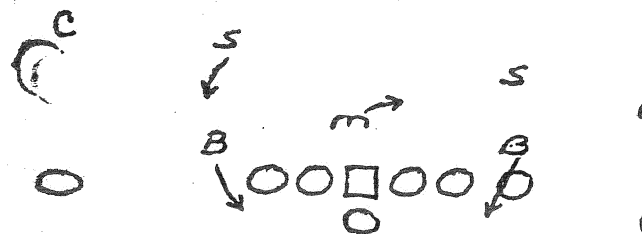


man - 3



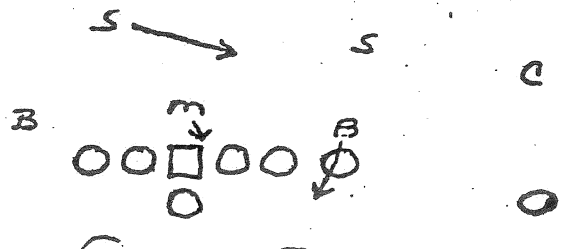
man S - W Blitz (Blow)

CHECK OFF



man S - W Blitz (fire)

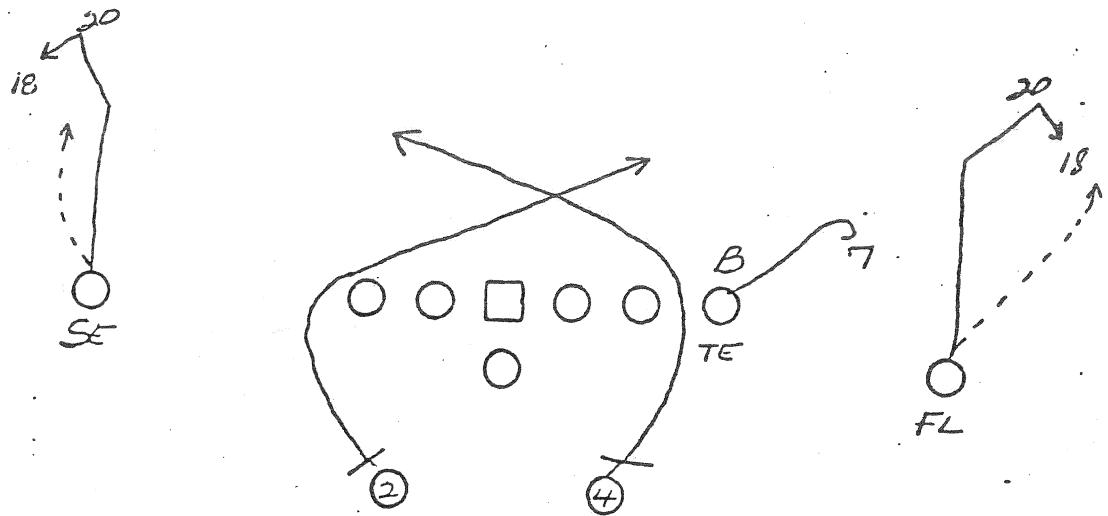
CHECK OFF



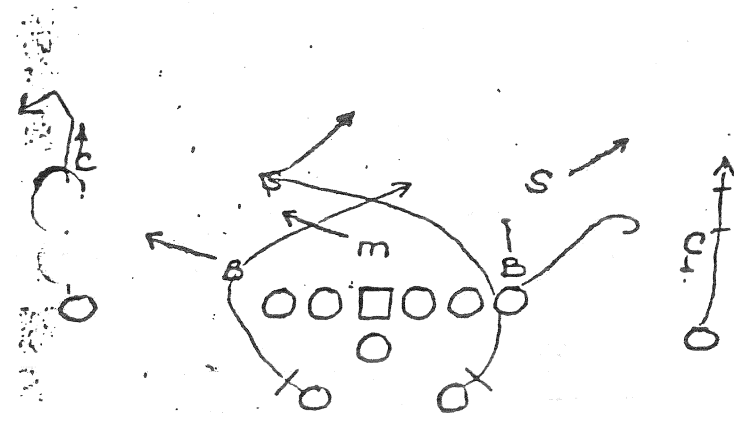
- SE - Square out at 15 yards (corner rotation to your side run a zone adjustment)
- TE - Outside release, run a stop at 12 yards
- FL - Square out at 15 yards (corner rotation to your side run a zone adjustment)
- 4 - No hesitation, run your far and look quickly for the ball
- 2 - No hesitation, run your far and look quickly for the ball
- QB - Throw away from MLB drop - if you see any indication of a potential blitz, check off; 3-5 step drop
- LINE - Fire block, keep the defensive linemen's hands down

NOTES

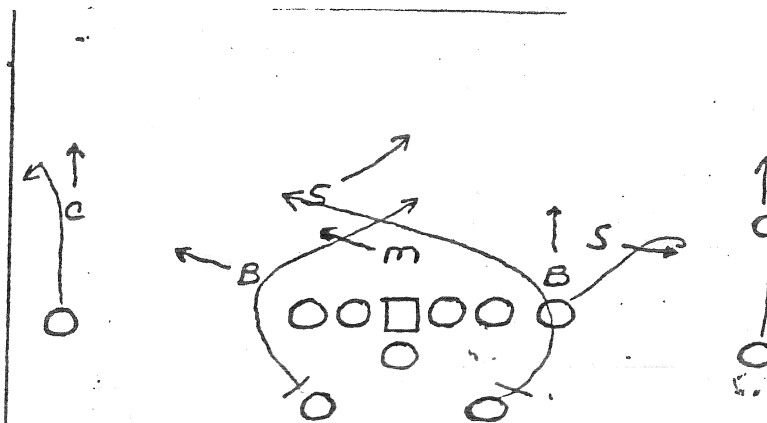
SPLIT RIGHT 60 BACKS CROSS



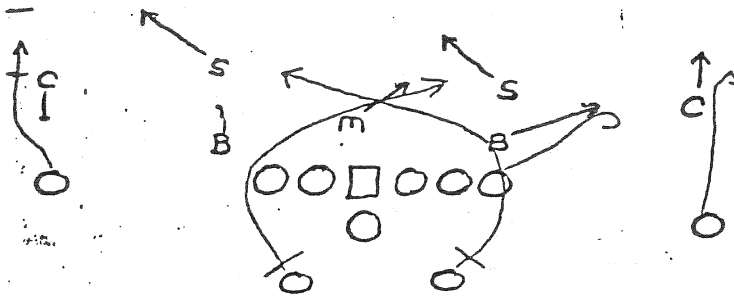
- SE - Come back at 20 to 18, Corner rotates up run a zone adjustment
- TE - Outside release run a stop at 7 yds.
- FL - Come back 20 to 18, Corner rotates up run a zone adjustment
- 2 - Check WLB, FS blitz, no blitz run a circle and cross the field and find an opening
- 4 - Check SLB, SS blitz, no blitz run a circle and cross the field and find an opening



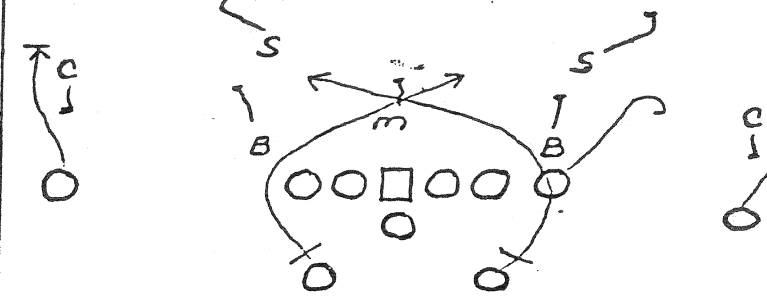
Wk Sd CB Zone - Brown 10



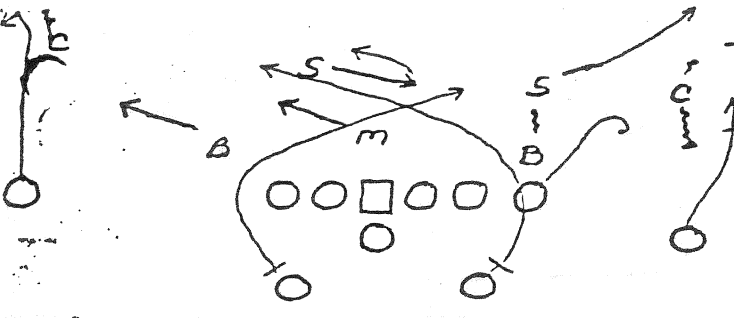
5 Sht - 2 deep - 2 kick



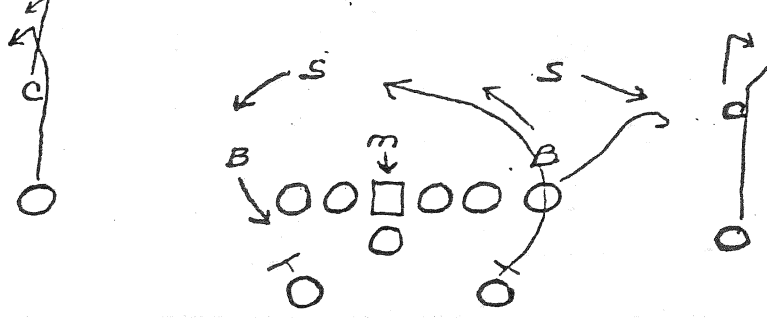
Combination - 7 Web



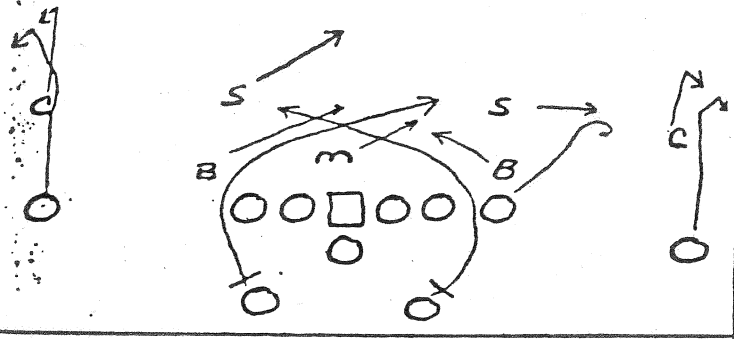
man - W - M Blitz (blast)



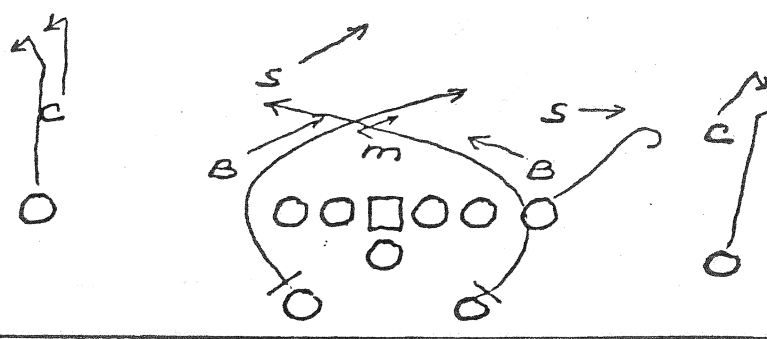
man - 6



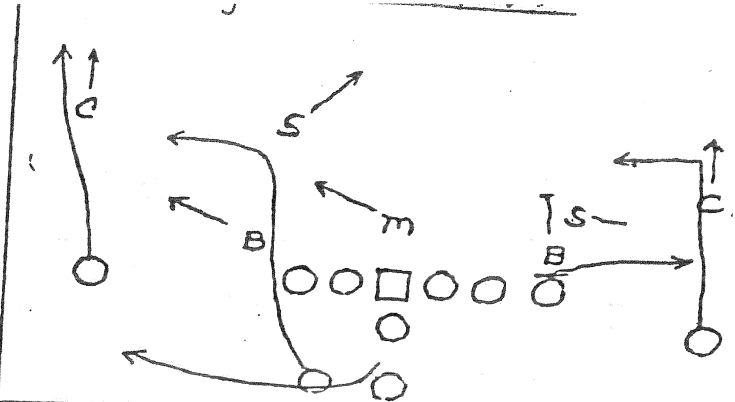
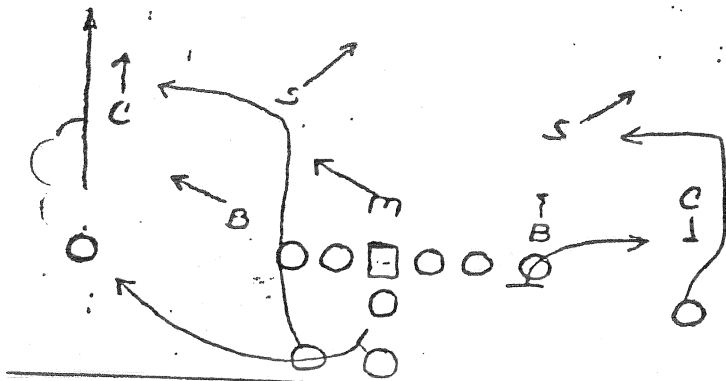
man - 3



man S - W Blitz (Blow)

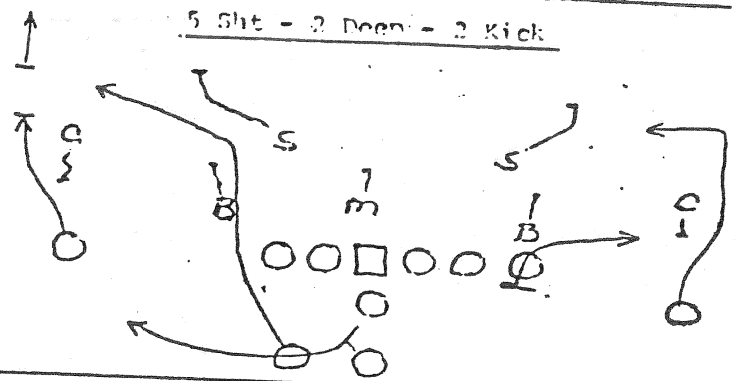
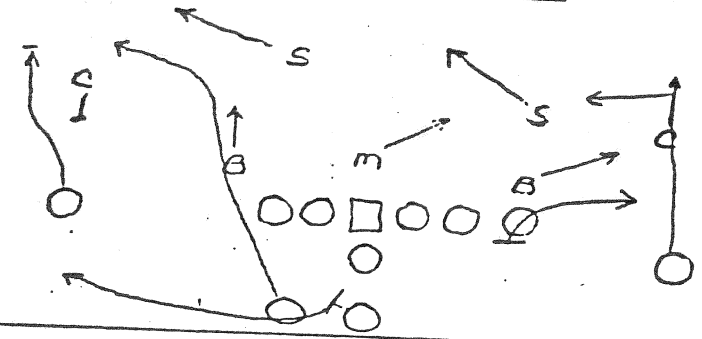


man S - W Blitz (fire)



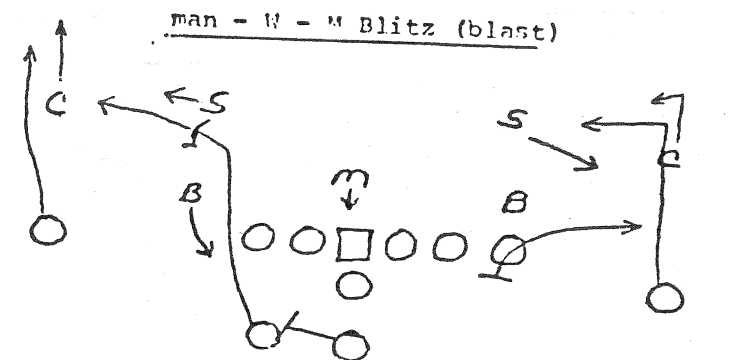
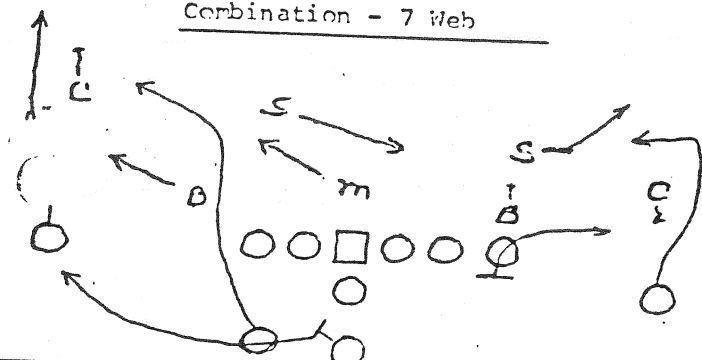
Wk 5d CB Zone - Brown 10

5 Shit - 2 Deen - 2 Kick



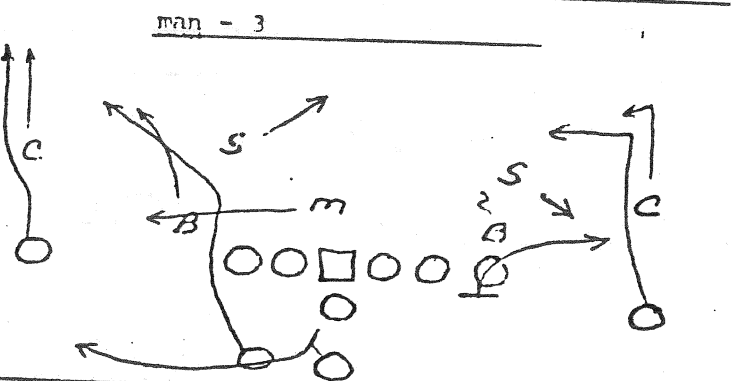
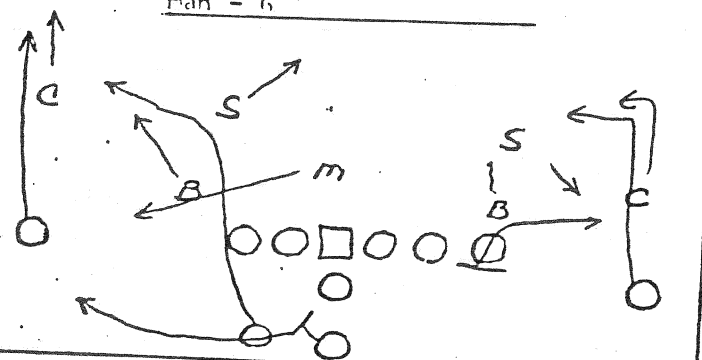
Combination - 7 Web

man - W - W Blitz (blast)



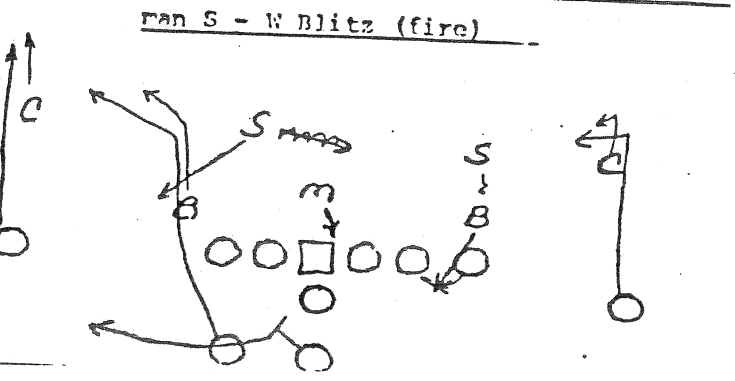
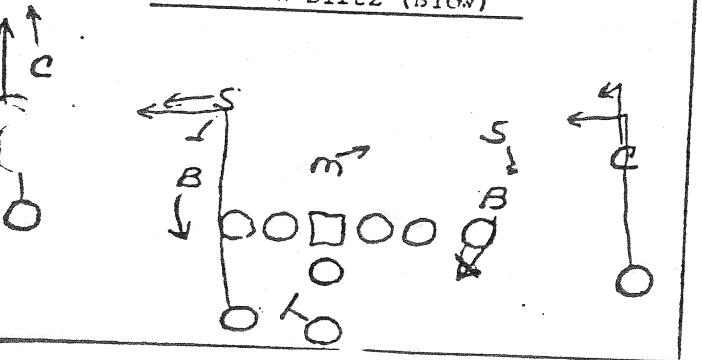
man - 6

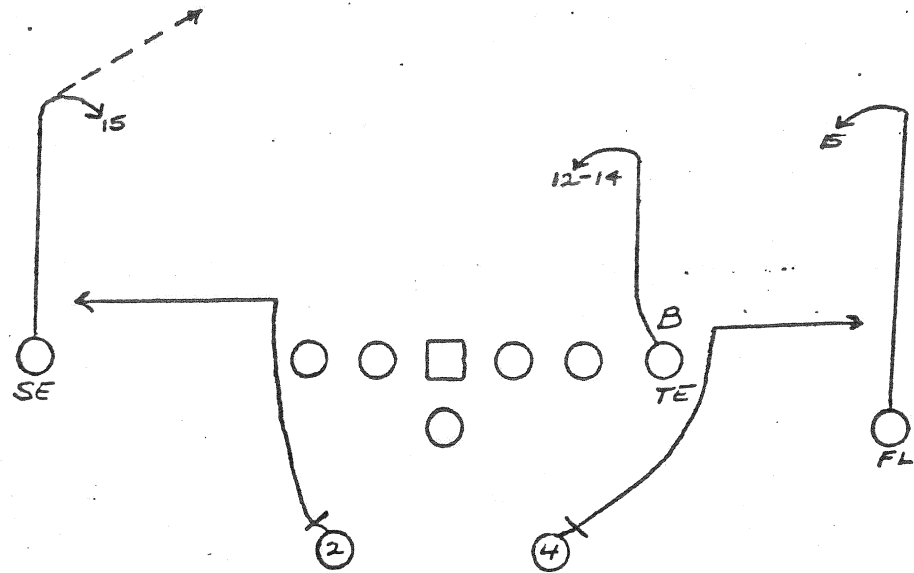
man - 3



man S - W Blitz (Blow)

man S - W Blitz (fire)

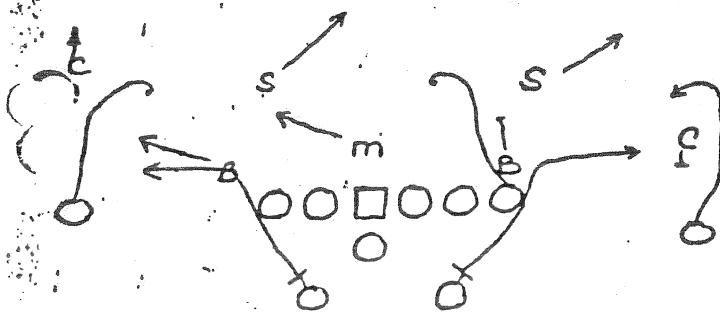




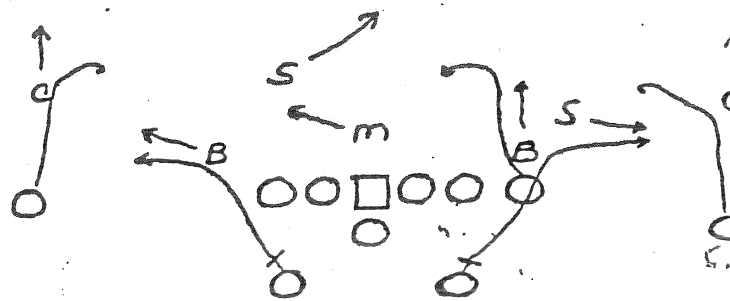
- SE - Run a curl at 15 yds - FS in combo or if he comes up to take the HB run a po
 TE - Inside release, curl at 12 to 14 yds.
 FL - Curl at 15 yds.
 2 - Check WLB, FS Blitz, no blitz run a flat.
 4 - Check SLB, SS Blitz, no blitz run a flat.

NOTES

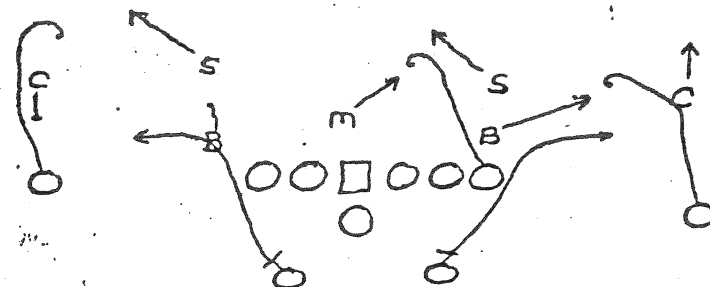
210 30 10 Zone - Brown



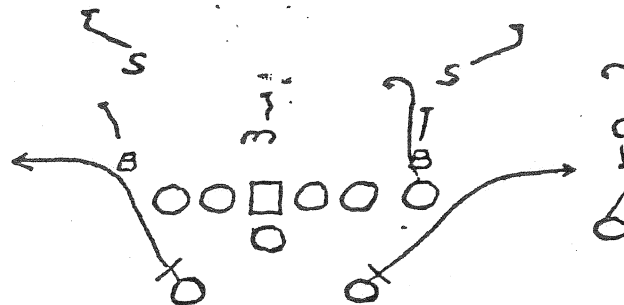
210 30 30 Zone - Blue



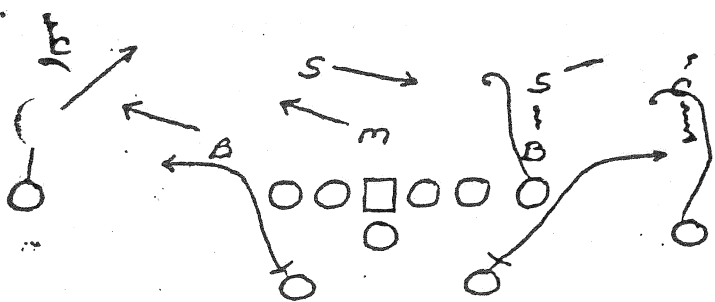
Wk Sd CB Zone - Brown 10



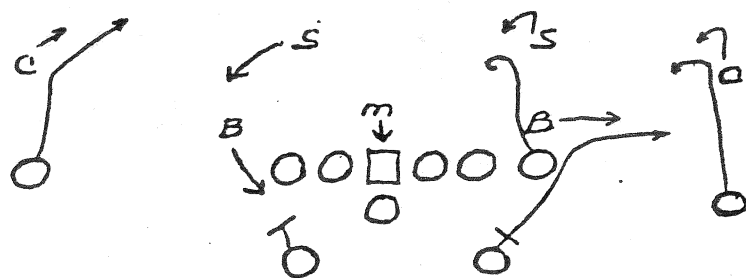
5 Sht - 2 deep - 2 kick



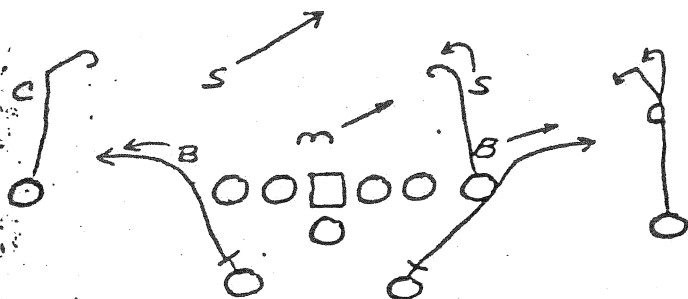
Combination - 7 Web



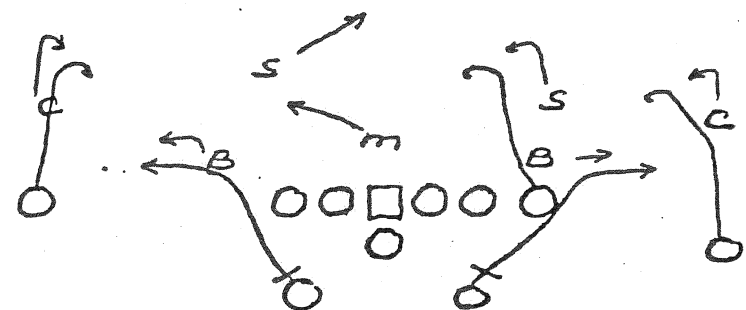
man - W - M Blitz (blast)



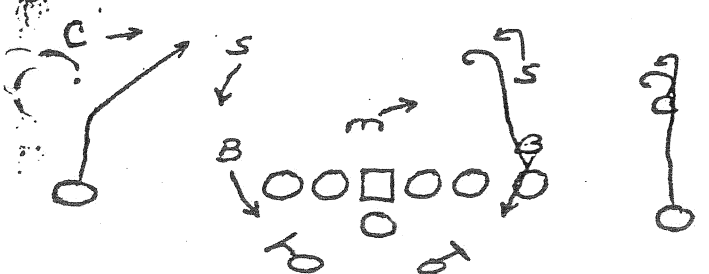
man - 6



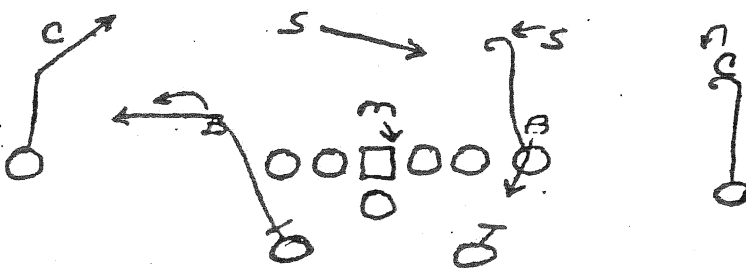
man - 3



man S - W Blitz (Blow)

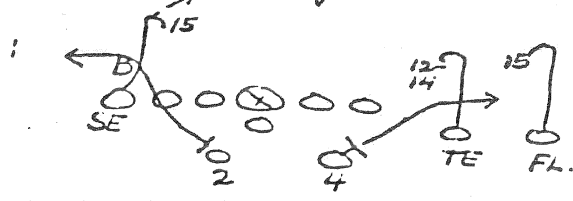


man S - W Blitz (Fire)

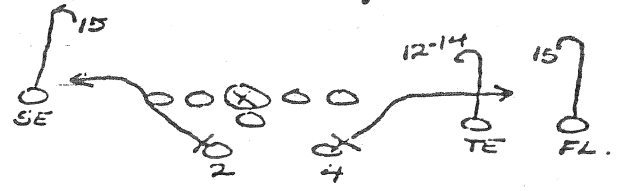


64 - OTHER FORMATIONS

SLOT SPLIT Right



SLOT OPEN SPLIT Right

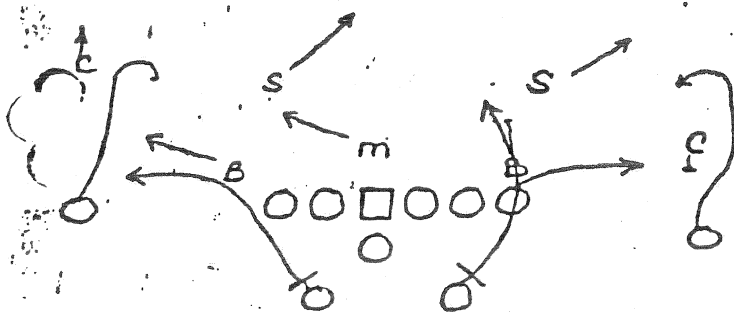


TE - "D"

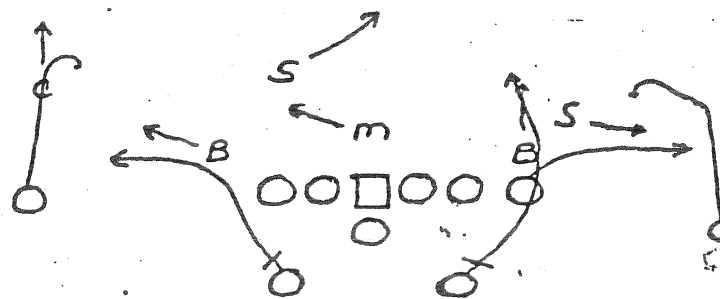
2 - Check WLB, FS Blitz, no Blitz run a flat.

4 - Check SLB, SS Blitz, no blitz run a far..

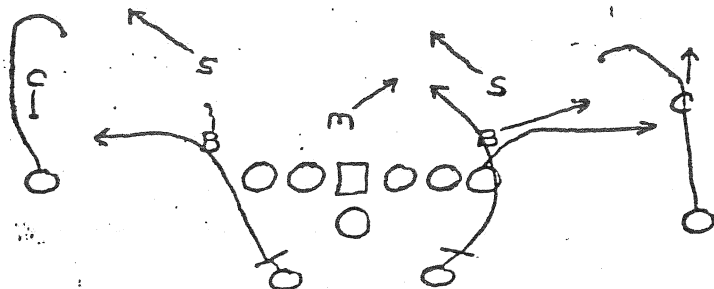
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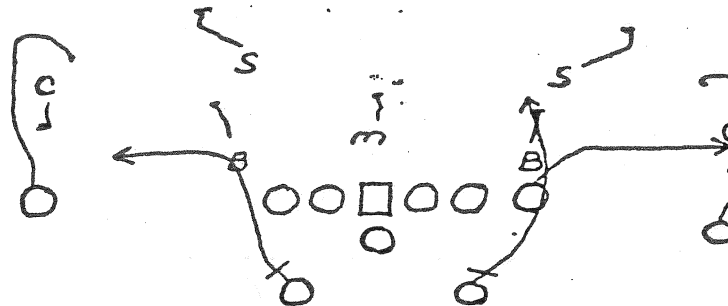
Wk Sd CB Zone - Brown 10



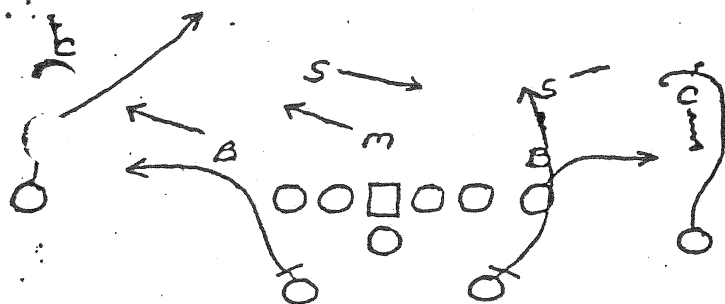
5 Sht - 2 deep - 2 kick



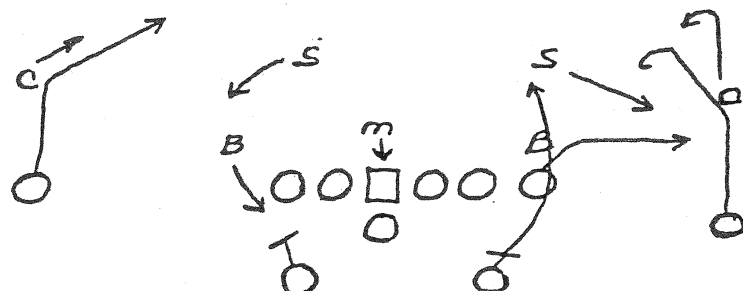
Combination - 7 Web



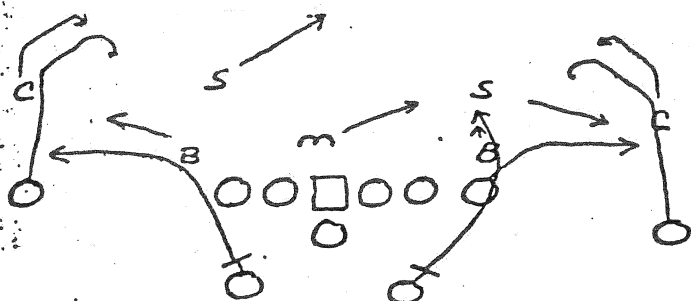
man - W - M Blitz (blast)



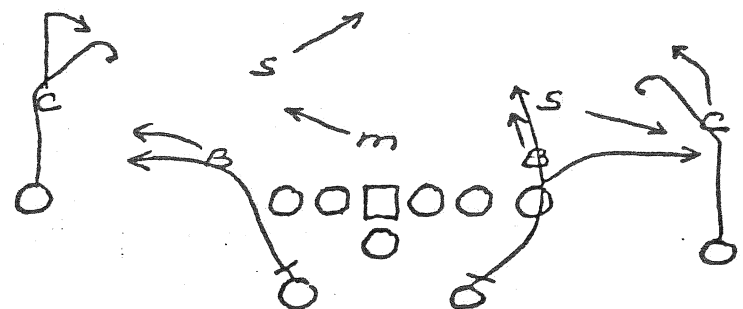
man - 6



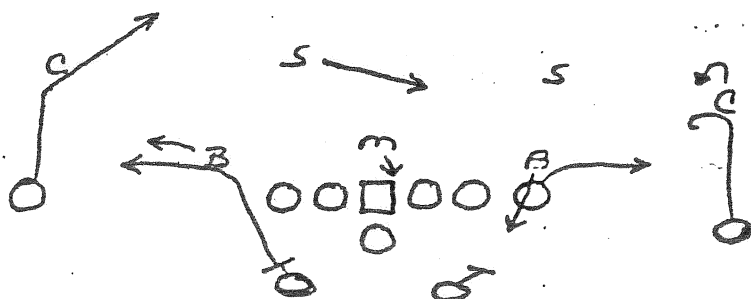
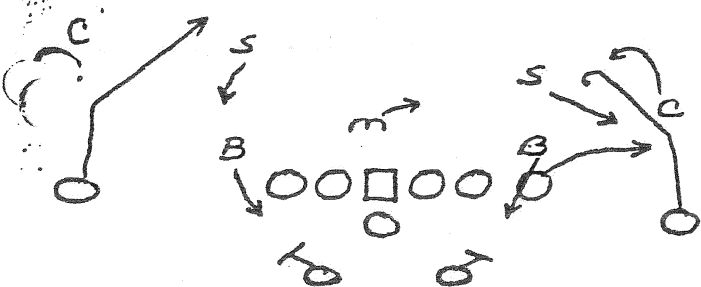
man - 3



man S - W Blitz (Blow)

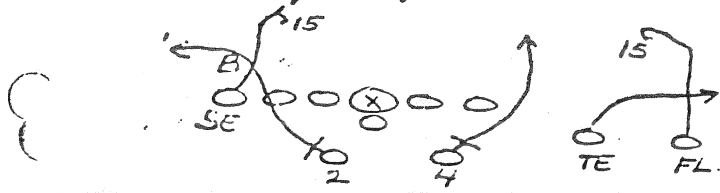


man S - W Blitz (fire)

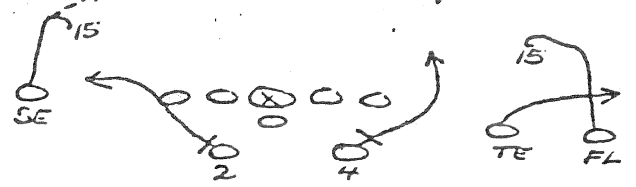


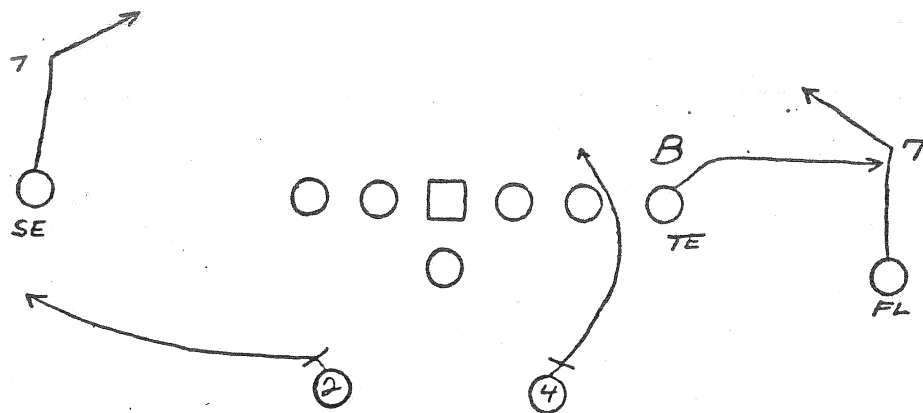
64 D - OTHER FORMATIONS

Slot Split Right



Slot open split Right





SE - Quick post at 7 yds.

TE - "D"; outside release and to the flat.

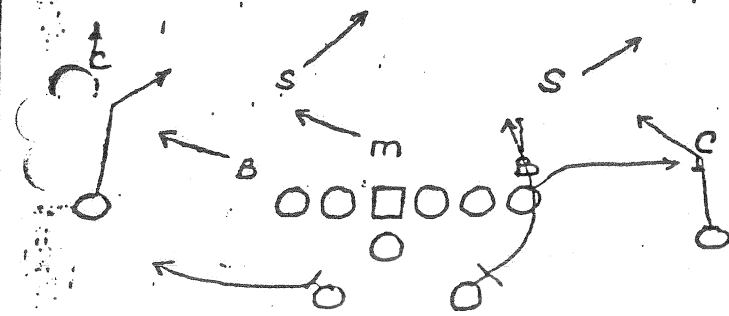
FL - Quick post at 7 yds.

2 - Check WLB and FS for Blitz, no blitz - run a swing.

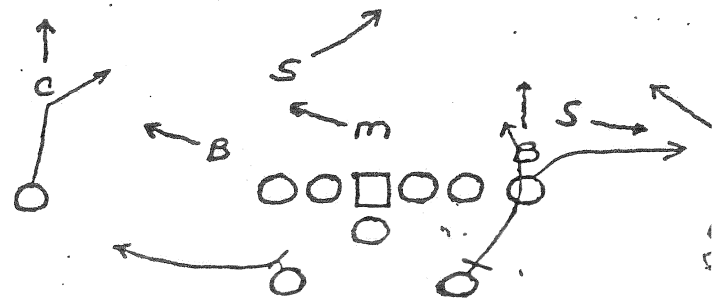
4 - Check SLB and SS for Blitz, no blitz - run a far.

QB - Throw to the side the MLB drops, if he blitzes or drops straight back, throw to the side of the weakest defender. (Game plan dictates this) 5 step drop.

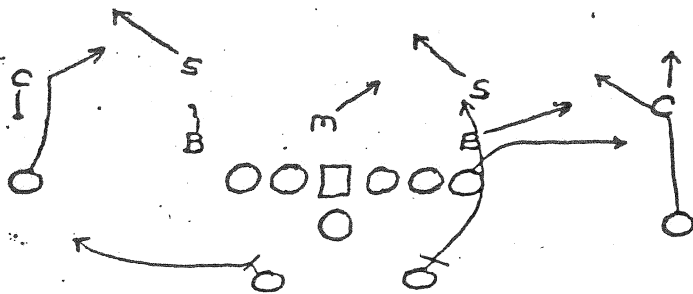
NOTES



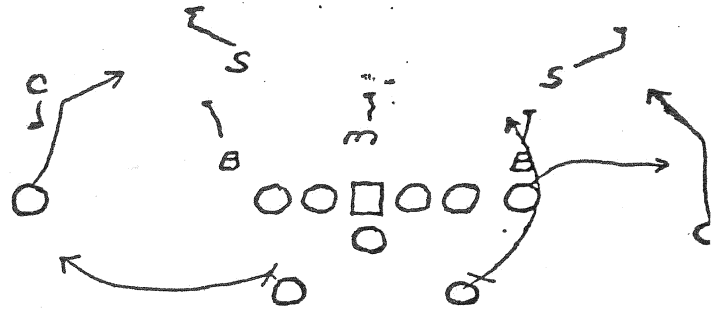
Wk Sd CB Zone - Brown 10



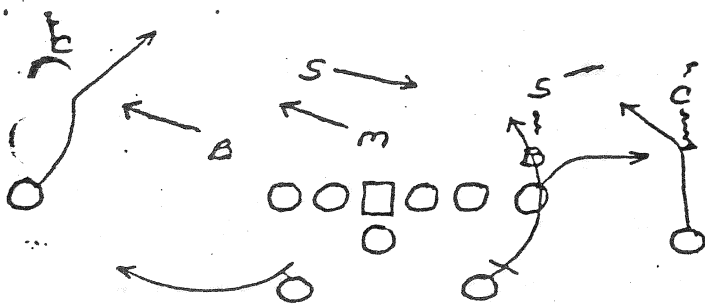
5 Sht - 2 deep - 2 kick



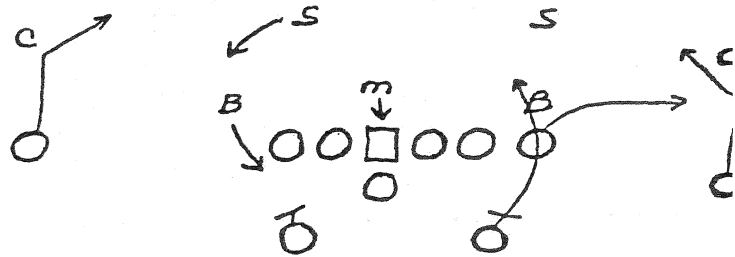
Combination - 7 Web



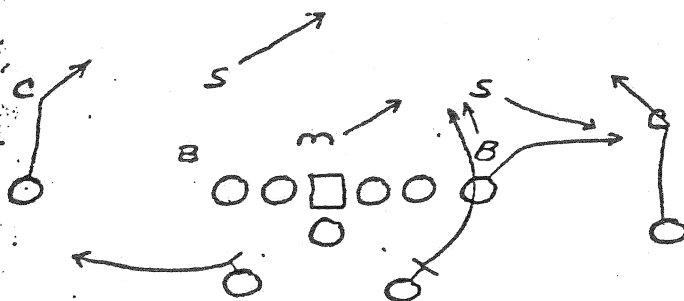
man - W - M Blitz (blast)



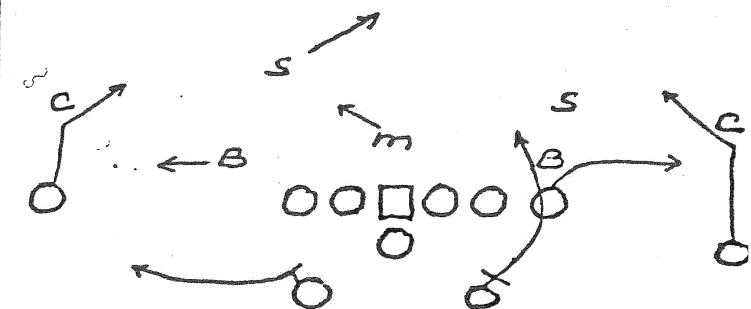
man - 6



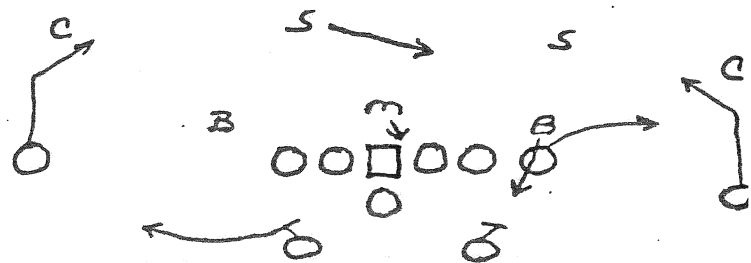
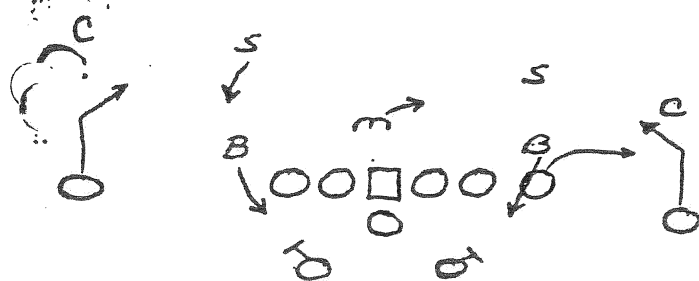
man - 3



man S - W Blitz (Blow)

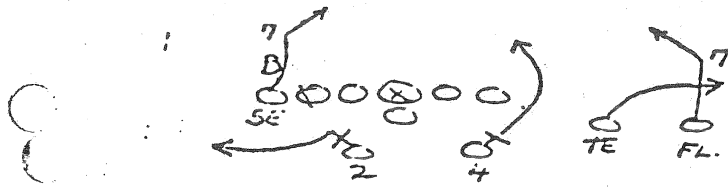


man S - W Blitz (fire)

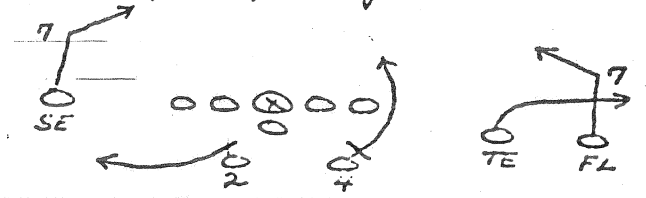


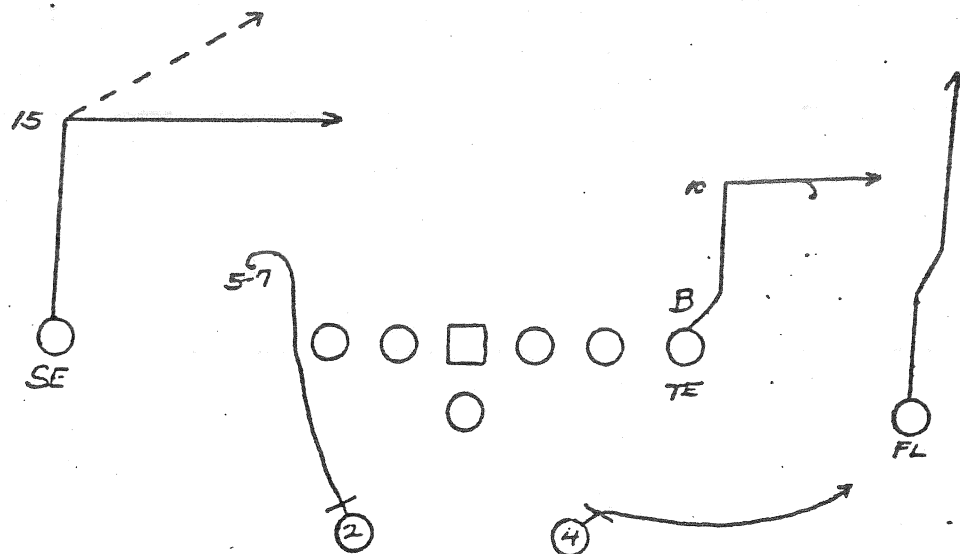
66 D- OTHER FORMATIONS

Slot Split Right



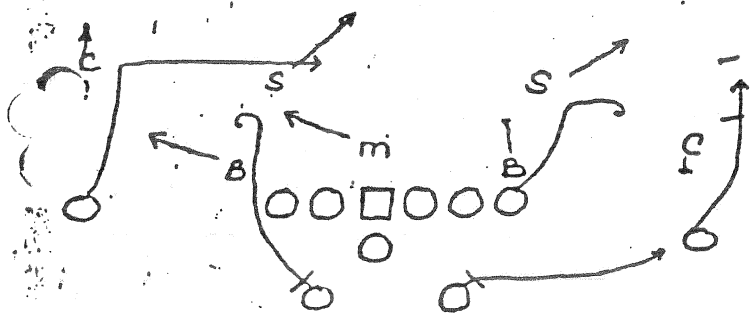
Slot open split Right



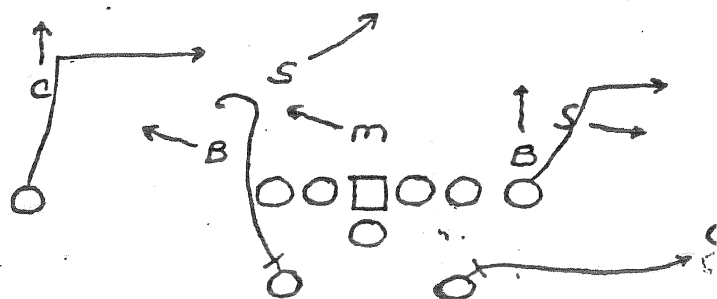


- SE - Run a 15 yd center, FS in combo or comes up run a deep post.
 TE - Outside release, square out at 10 yds, corner rotation run a stop.
 FL - Run a go - if corner rotates up run a zone adjustment (just run a go but under control).
 2 - Check WLB, FS Blitz, no blitz run a stop at 5-7 yds.
 4 - Check SLB, SS Blitz, no blitz run a swing.

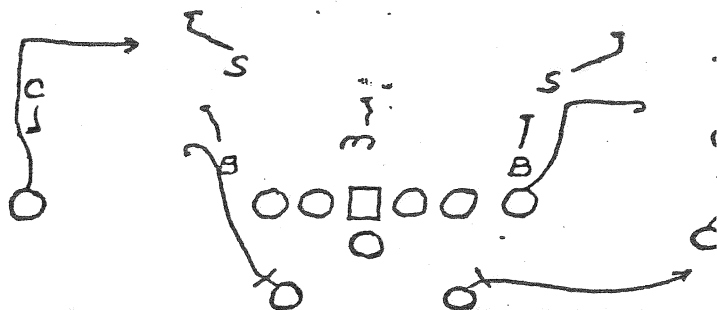
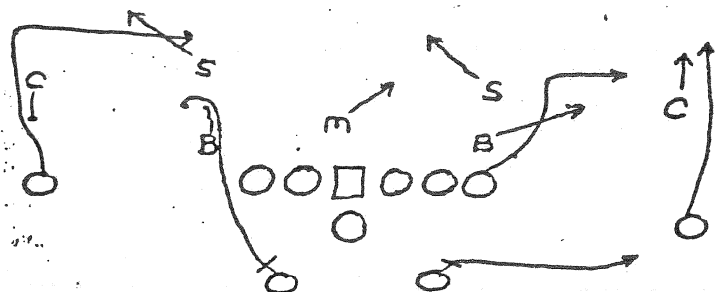
NOTES



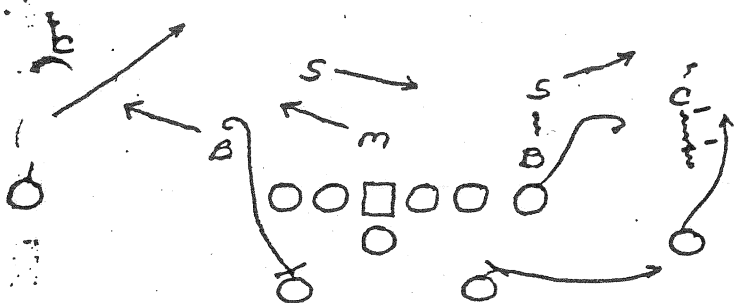
Wk Sd CB Zone - Brown 10



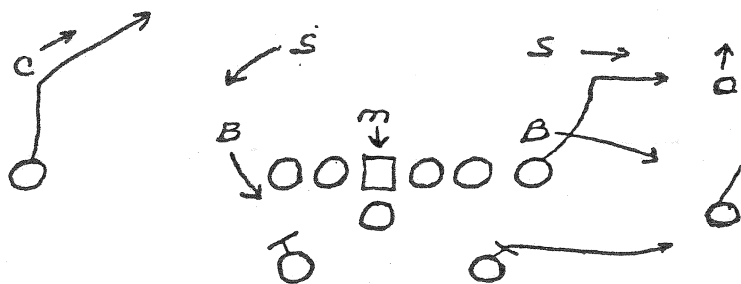
5 Sht - 2 deep - 2 kick



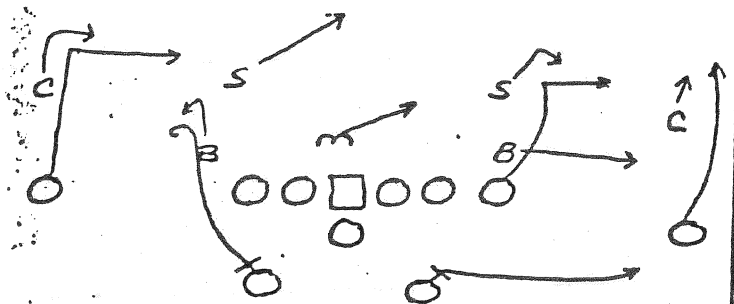
Combination - 7 Web



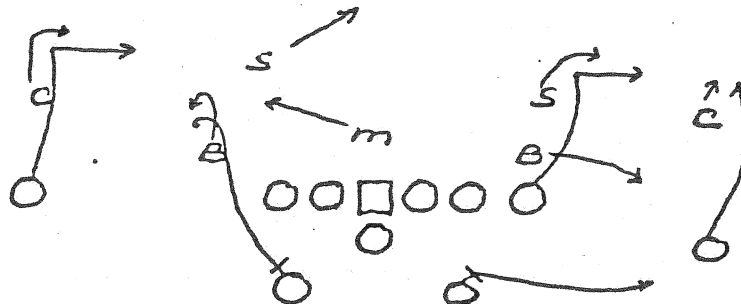
man - W - M Blitz (blast)



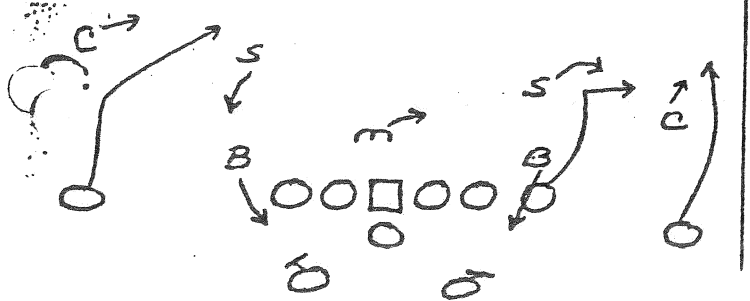
man - 6



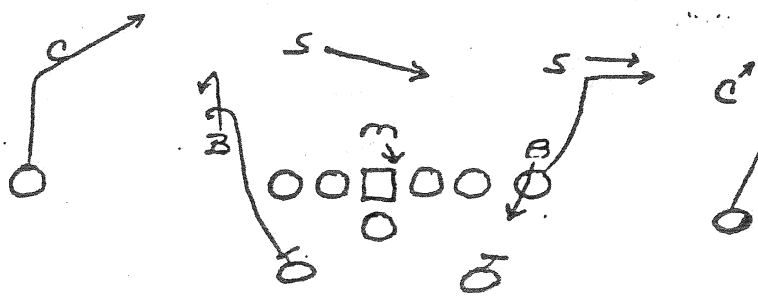
man - 3



man S - W Blitz (Blow)

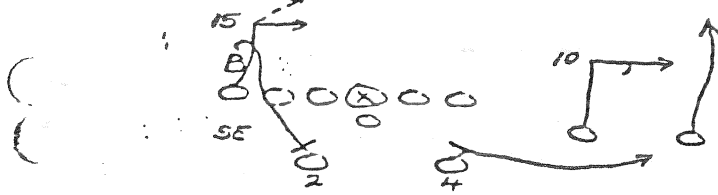


man S - W Blitz (fire)

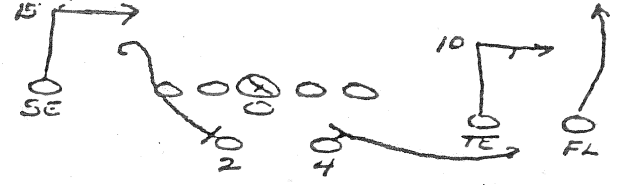


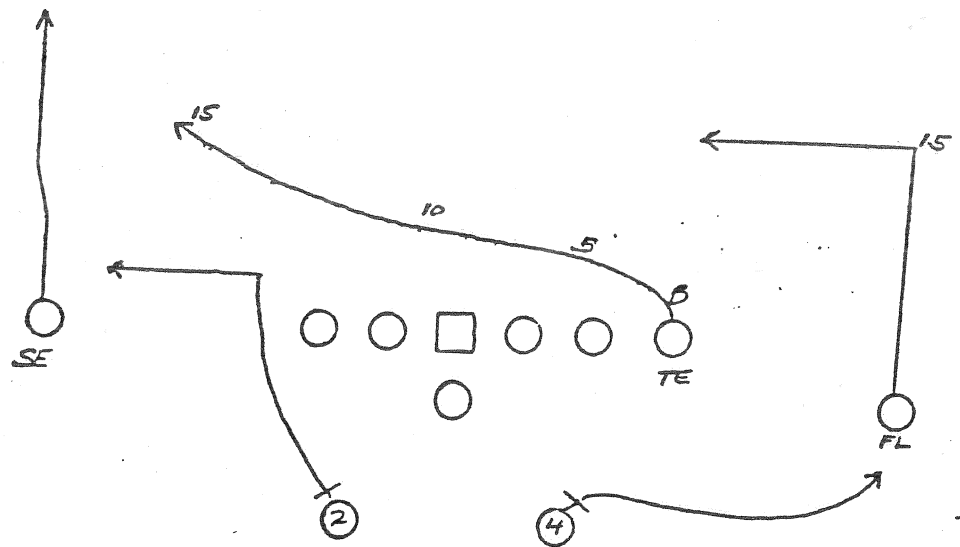
68 A - OTHER FORMATIONS

SLOT SPLIT RIGHT



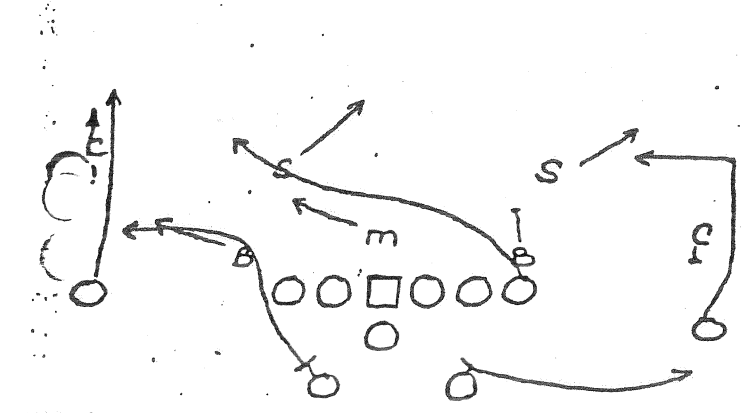
SLOT OPEN SPLIT RIGHT



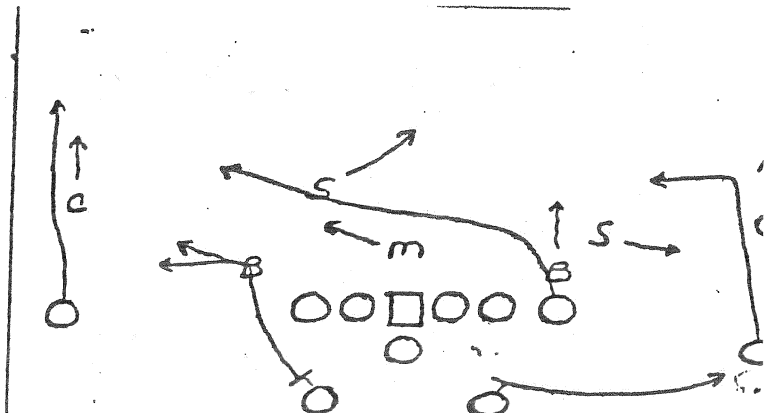


- SE - Run a go, if corner rotates up, run a zone adjustment. (Same as a go but come under control in the hole.)
- TE - Run a cross gaining depth to a point of 15 yds.
- FL - Run a center at 15 yds.
- 2 - Check PS, WLB Blitz, no blitz run a flat.
- 4 - Check SS, SLB Blitz, no blitz run a swing.

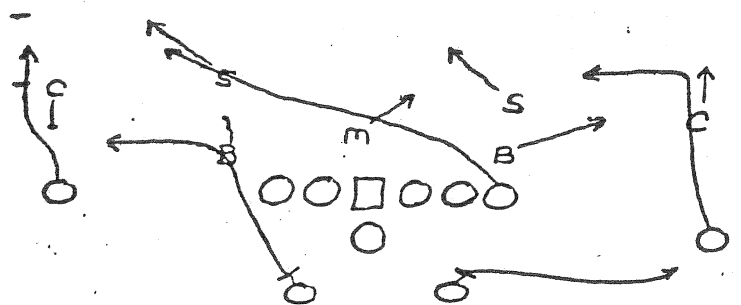
NOTES



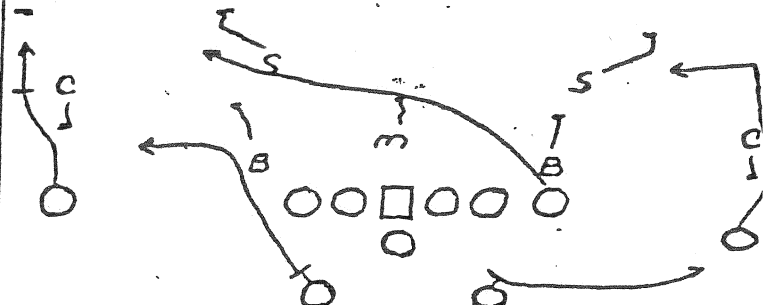
Wk Sd CB Zone - Brown 10



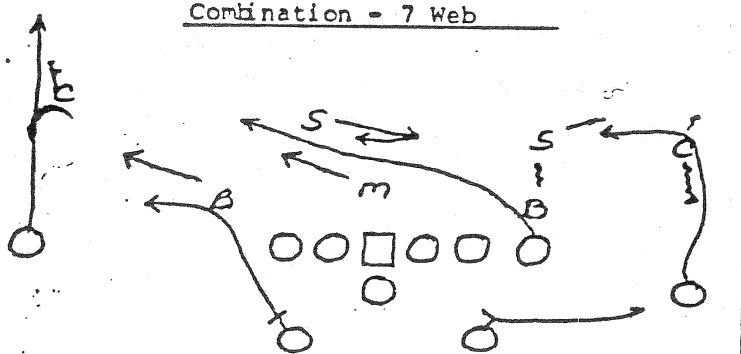
5 Sht - 2 deep - 2 kick



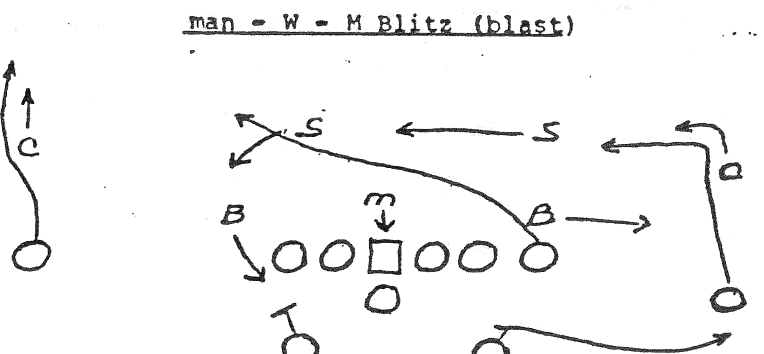
Combination - 7 Web



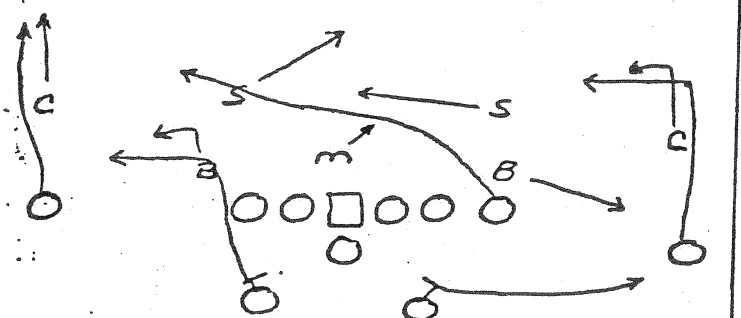
man - W - M Blitz (blast)



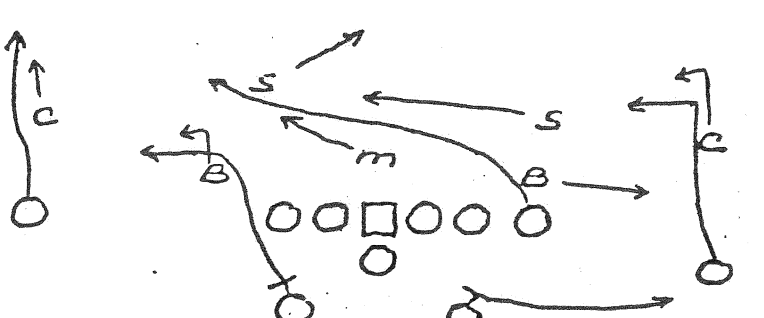
man - 6



man - 3

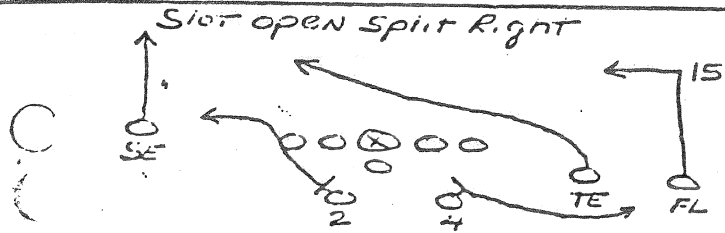


man S - W Blitz (Blow)

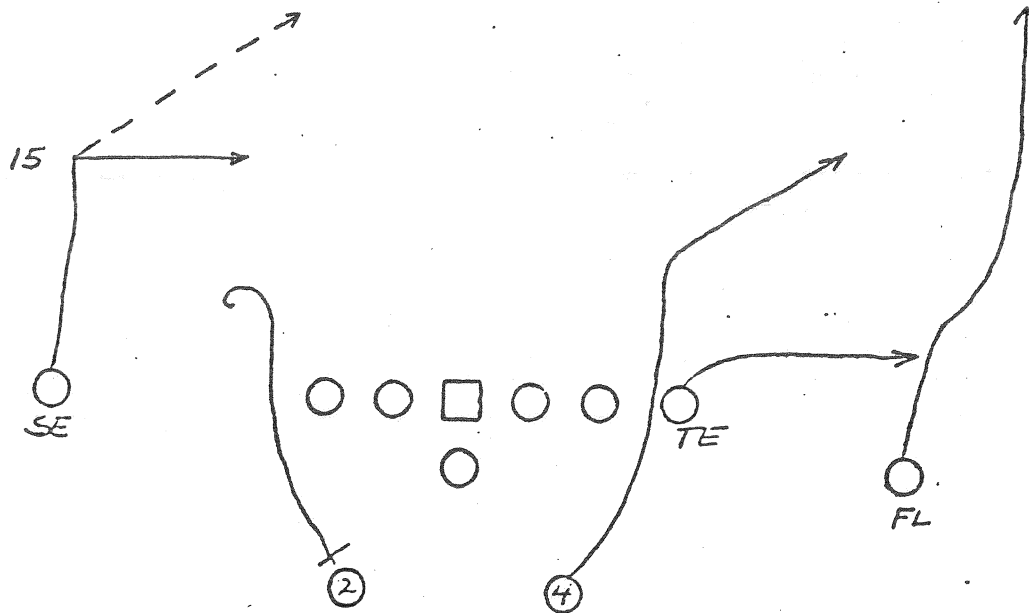


man S - W Blitz (fire)

69- OTHER FORMATIONS



SPLIT RT (SWITCH) 70 FB FLAG



- SE - Center at 15 yds, FS in a combo or he comes up to cover a back run a deep post.
TE - Run a "D" (flat) look quickly for ball if SLB blitzes.
FL - Run a go - if corner rotates up look for ball in zone adjustment - if you don't receive ball continue your go to clear out the zone.
2 - Check WLB, FS for blitz, no blitz run a stop.
4 - No blitz responsibility - leave immediately and run a flag.
QB - Blitz key SLB, if he comes hit TE quick.

NOTES

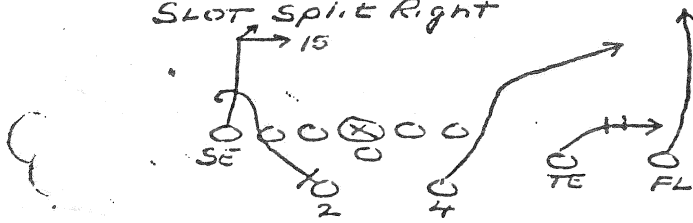
A hand-drawn diagram of a river system. The river flows from the top left towards the bottom right. It has several tributaries and a main channel. Labels include 'c' for a confluence point, 's' for a source or spring, 'm' for a meander, 'B' for a bend, and 'P' for a point. There are also several circles and squares representing islands or rocks in the river.

Sto Sd SS Zone - Blue 1

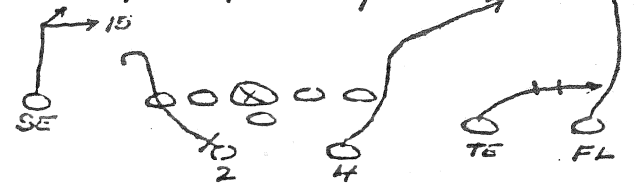
The diagram illustrates a particle detector setup. A central horizontal track contains a square target. On the left, a source 'S' emits particles that pass through a collimator 'C' and hit a detector 'D'. On the right, a source 'S' emits particles that pass through a collimator 'C' and hit a detector 'D'. A central detector 'E' is also shown.

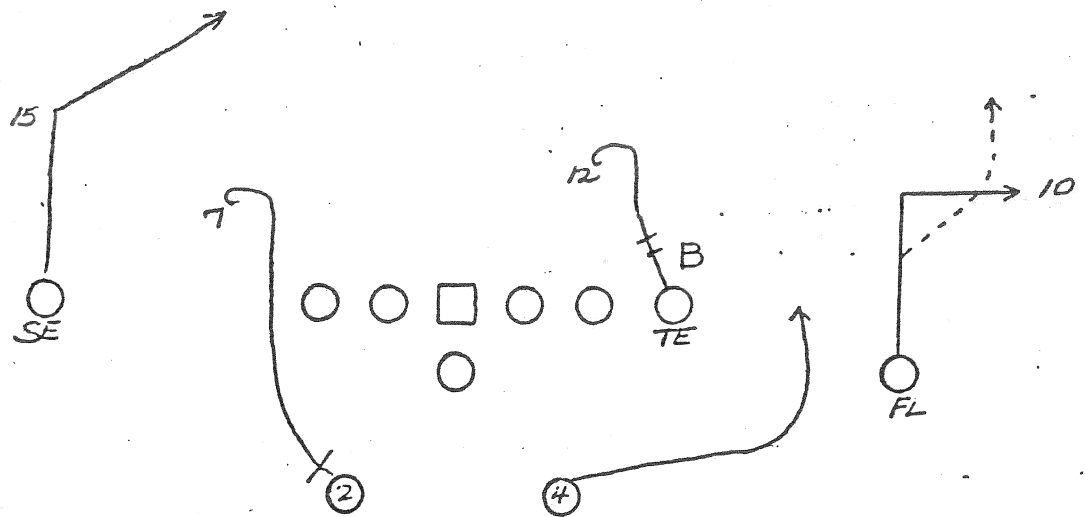
70 FB FLAG OTHER FORMATIONS

SLOT Split Right



SLOT Open Split Right





SE - Deep post at 15 yds.

TE - Inside release, SLB blitz look for the ball, no blitz run a curl at 12 yds.

FL - Run a sideline at 10 yds. corner rotates up run a zone adjustment.

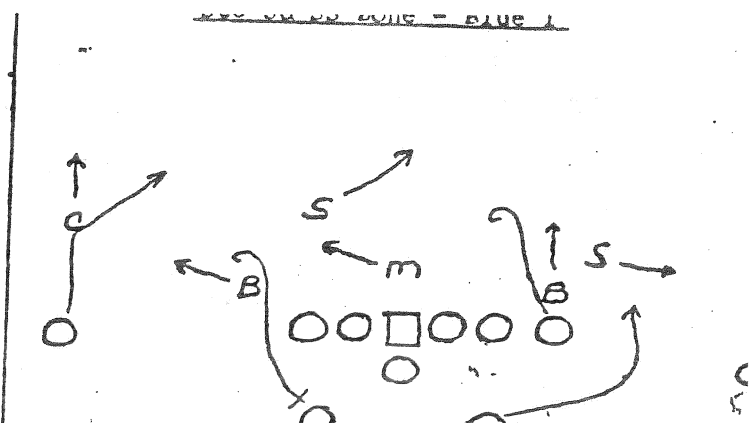
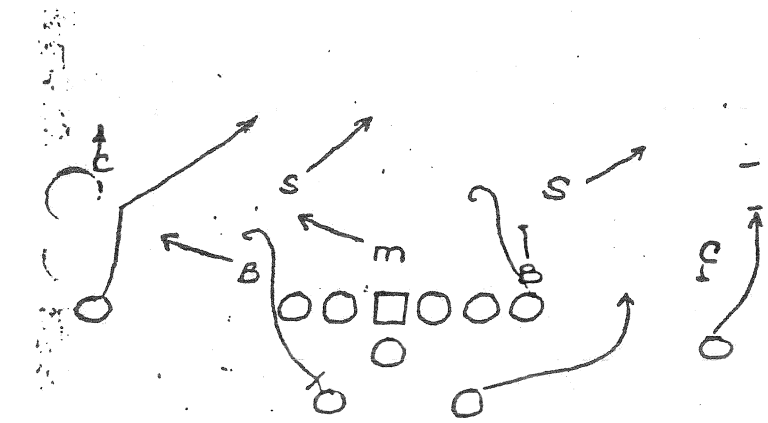
2 - Check WLB, FS for blitz, no blitz run a stop at 7 yds.

4 - No blitz responsibility run a medium (split difference between TE & FL).

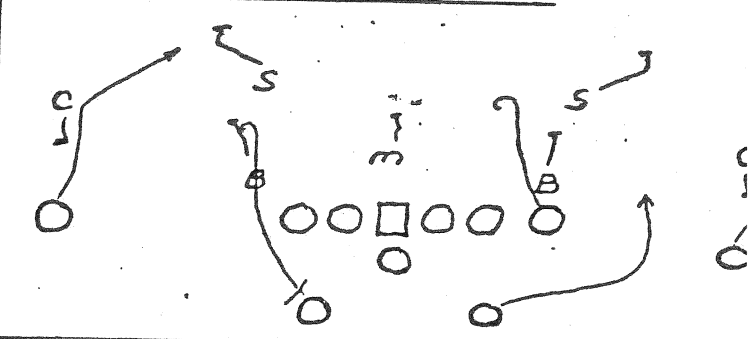
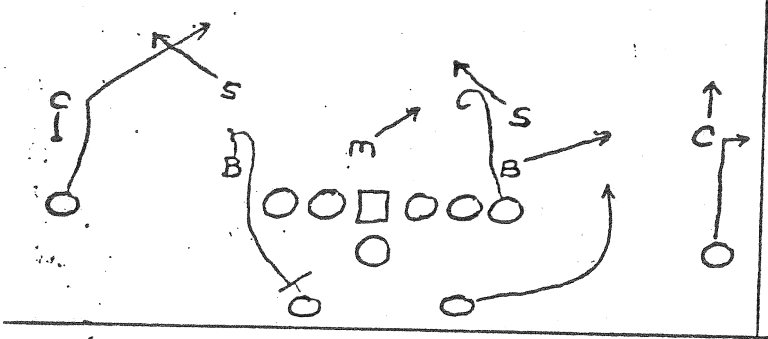
QB - Blitz key SLB - if he comes pop to TE on quick.

NOTES

Wk Sd CB Zone - Blue 1

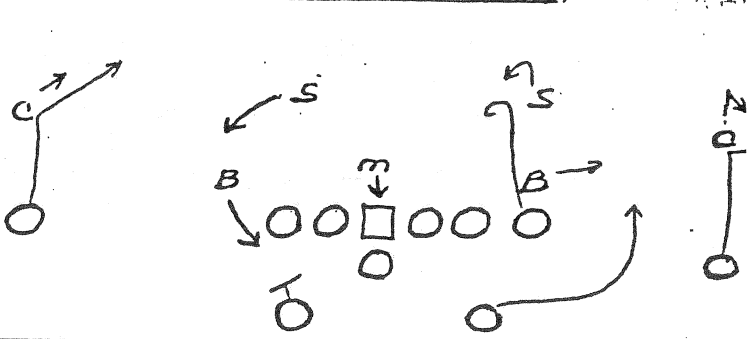
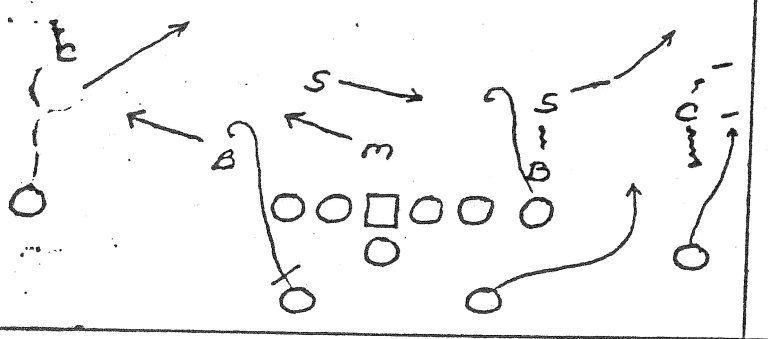


Wk Sd CB Zone - Brown 10



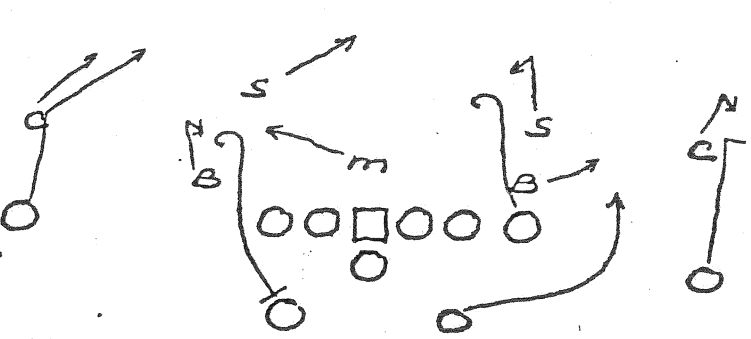
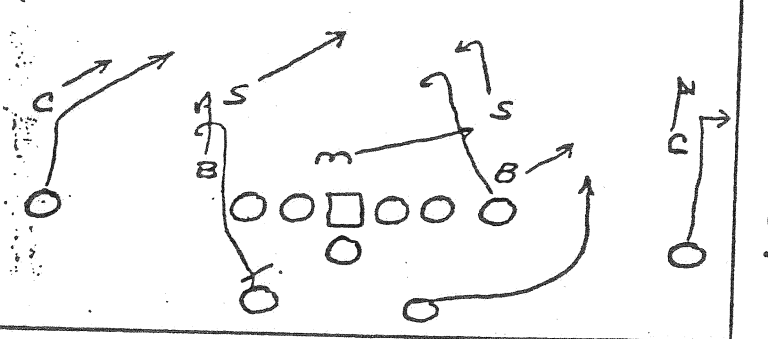
5 Sht - 2 deep - 2 kick

Combination - 7 Web



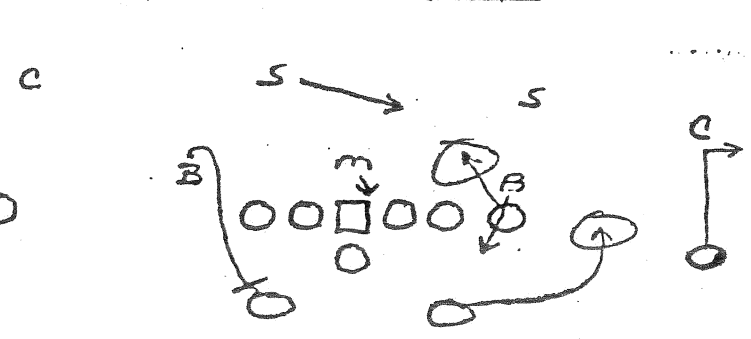
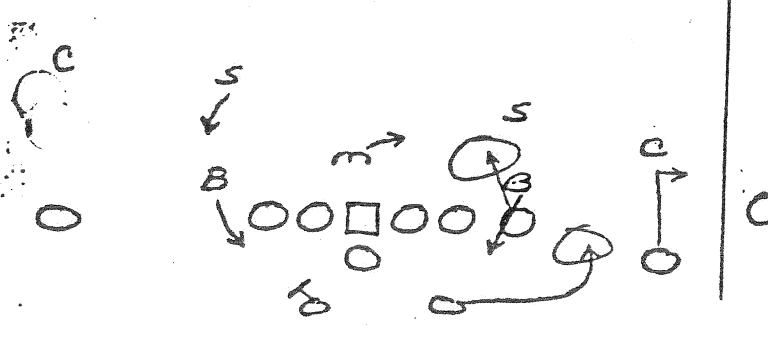
man - W - M Blitz (blast)

man - 6



man - 3

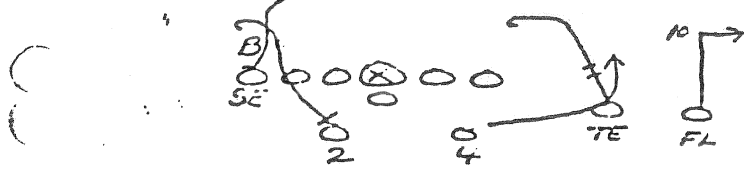
man S - W Blitz (Blow)



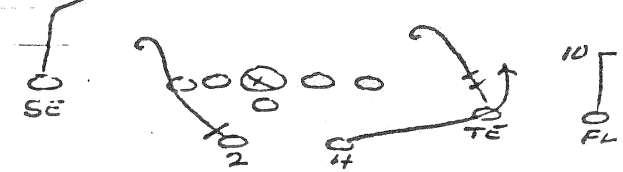
man S - W Blitz (fire)

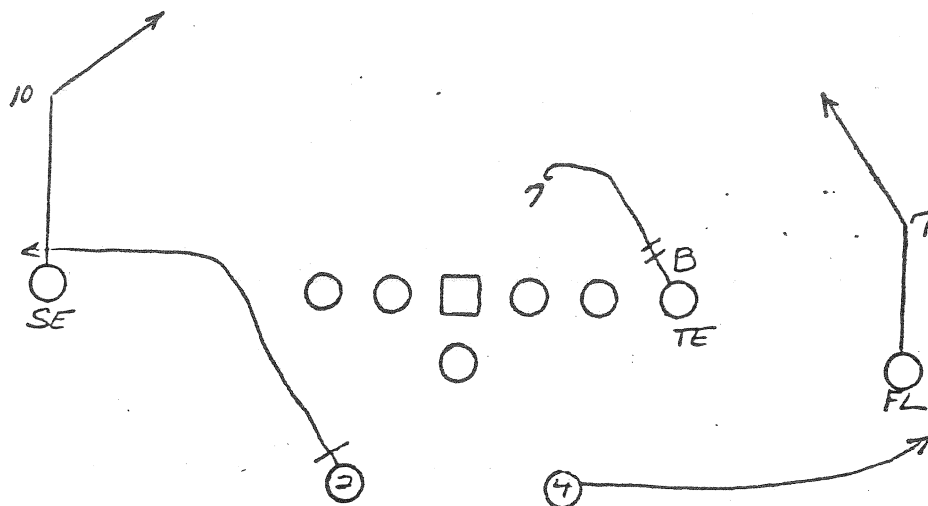
72- OTHER FORMATIONS

Slot Split Right



Slot open split Right

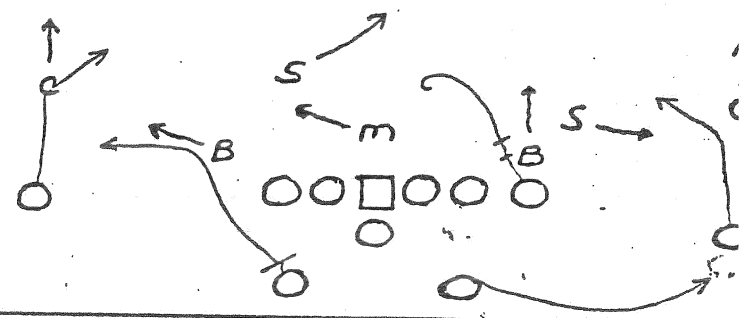




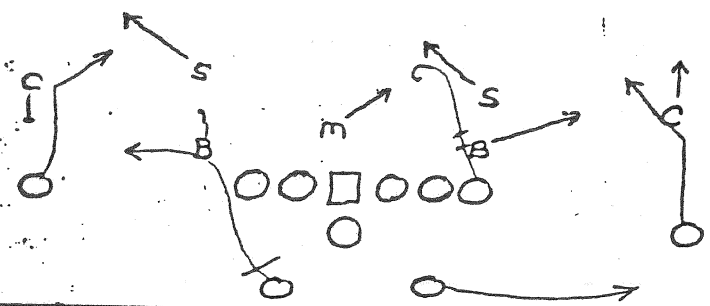
- SE - 10 yd. quick post.
 TE - Inside release, look for ball on a quick if SLB blitzes, no blitz curl up at 7 yds.
 FL - Quick post at 7 yds.
 2 - Check FS, WLB blitz, no blitz run a flat.
 4 - No blitz responsibility, run a swing and look quickly for the ball.

NOTES

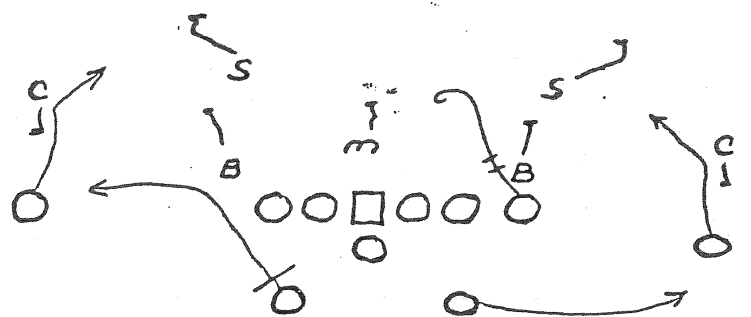
Sto Sd SS Zone - Blue 1



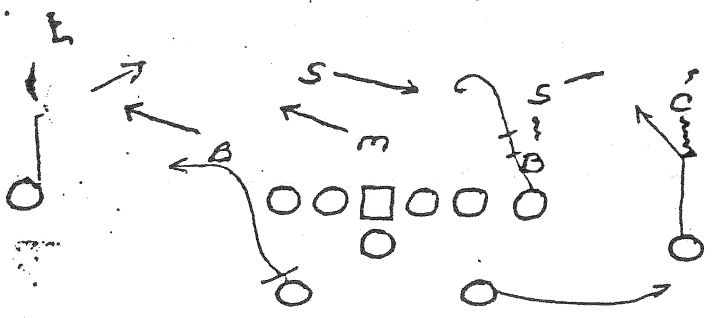
Wk Sd CB Zone - Brown 10



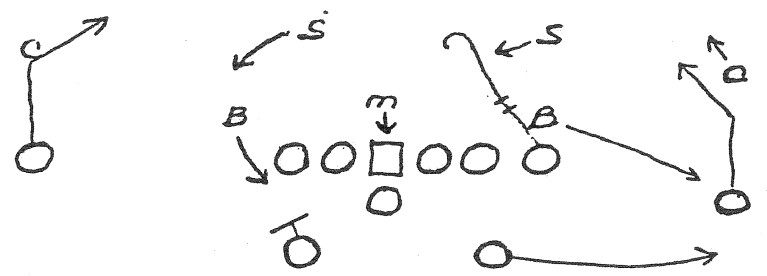
5 Sht - 2 deep - 2 kick



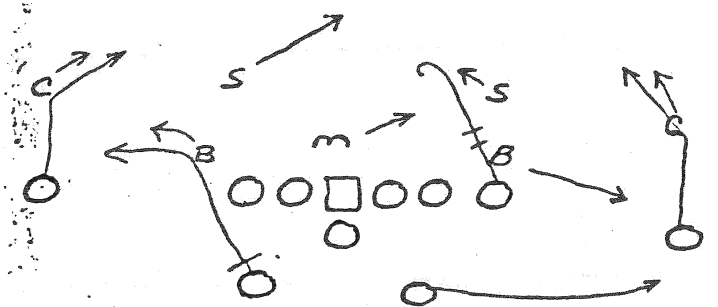
Combination - 7 Web



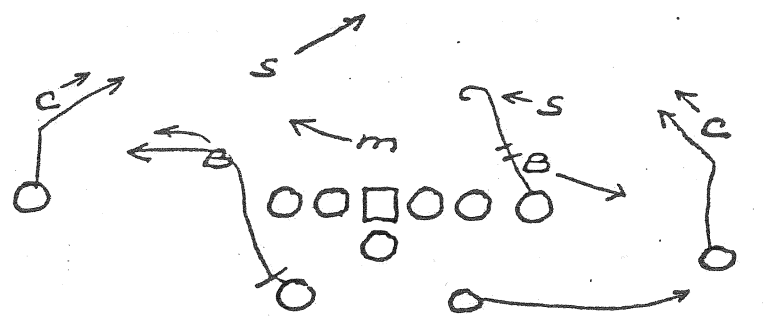
man - W - M Blitz (blast)



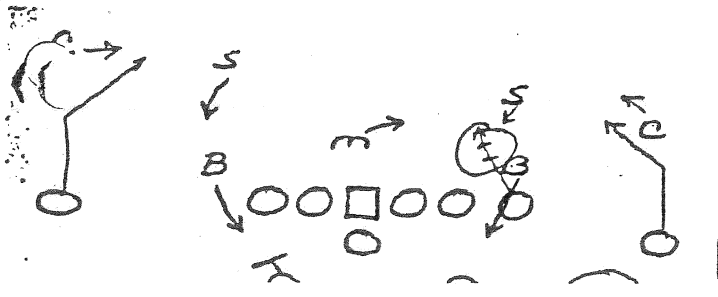
man - 6



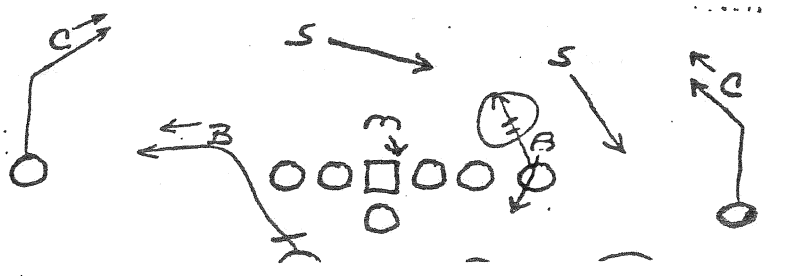
man - 3



man S - W Blitz (Blow)

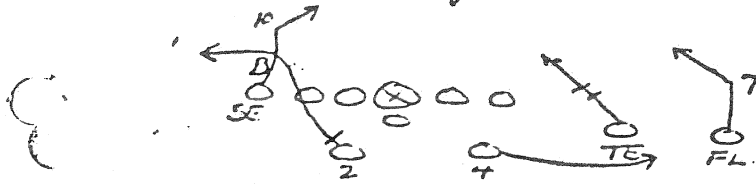


man S - W Blitz (fire)

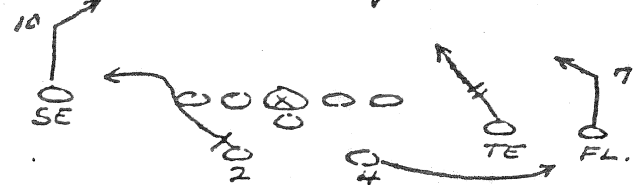


76-OTHER FORMATIONS

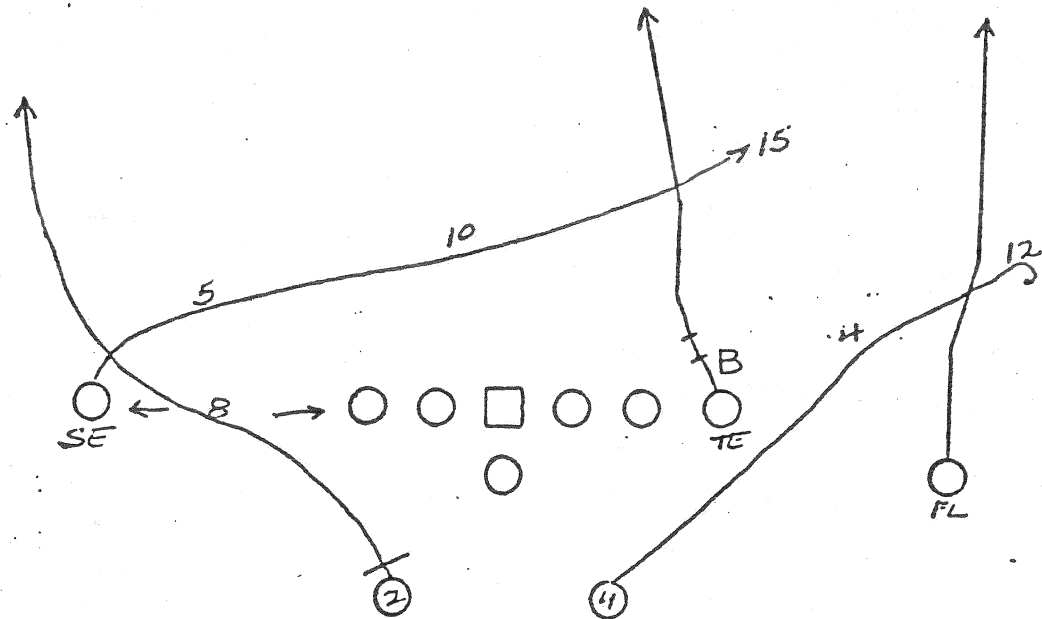
Slot Split Right



Slot Open Split Right



SPLIT RT (SWITCH) 78 SE CROSS



SE - Cut split to 8 yds. run a cross gaining ground to 15 yds.

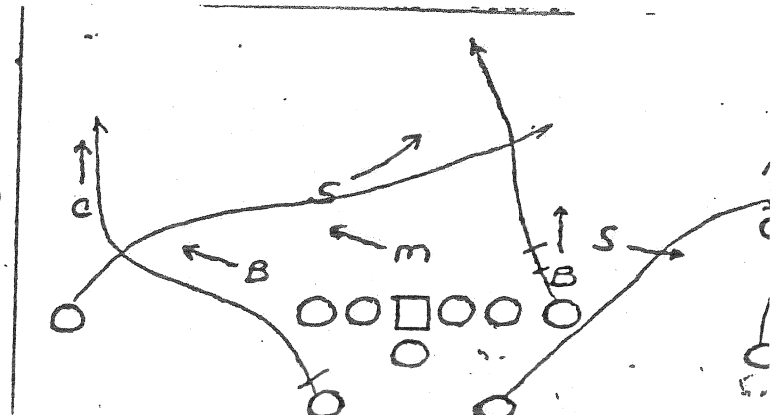
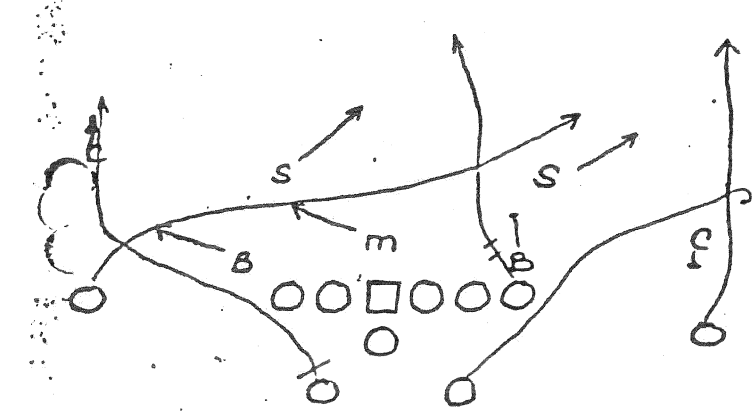
TE - Inside release, look for ball if SLB blitzes; no blitz run a deep post and clear the middle out.

FL - Run a go.

2 - Check for WLB, FS blitz, no blitz run a flat and go.

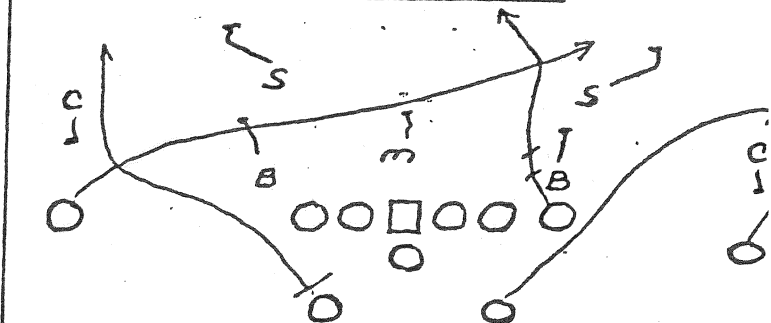
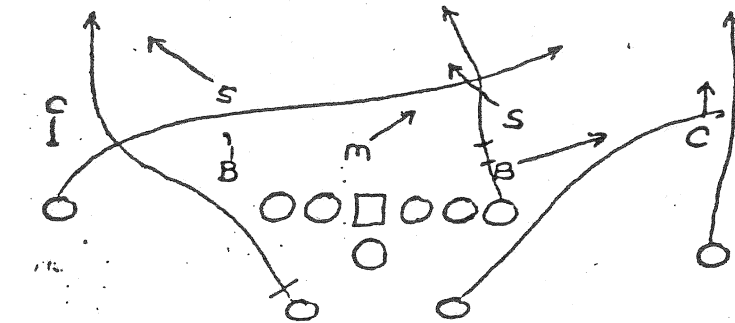
4 - No blitz responsibility - run a fan gaining ground to a depth of 12 yds. and hook to the outside (stay there).

NOTES



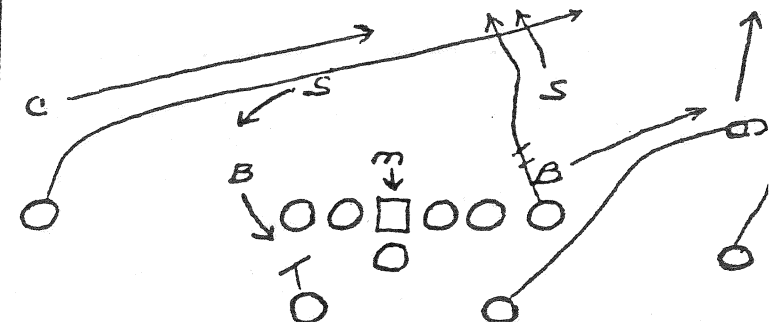
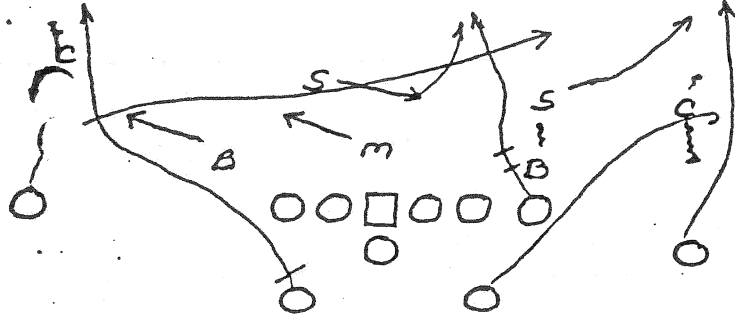
Wk Sd CB Zone - Brown 10

5 Sht - 2 deep - 2 kick



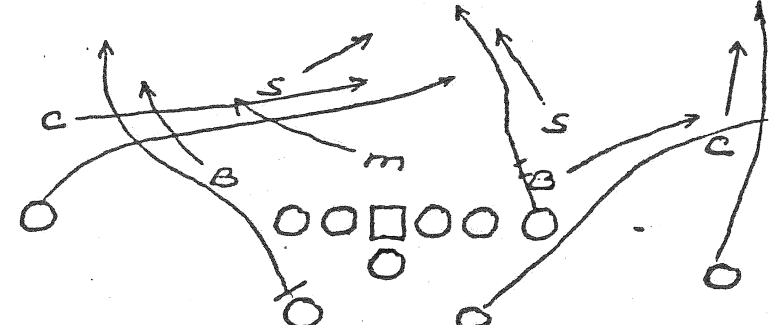
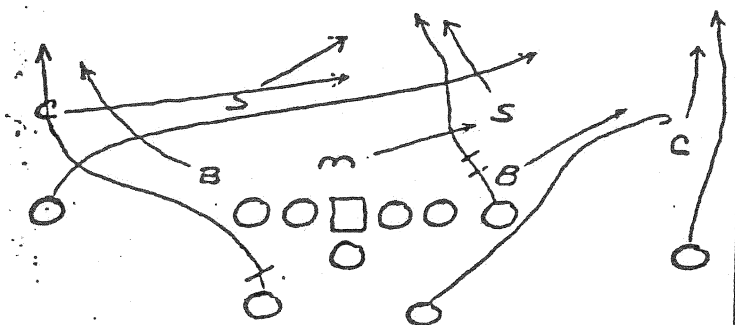
Combination - 7 Web

man - W - M Blitz (blast)



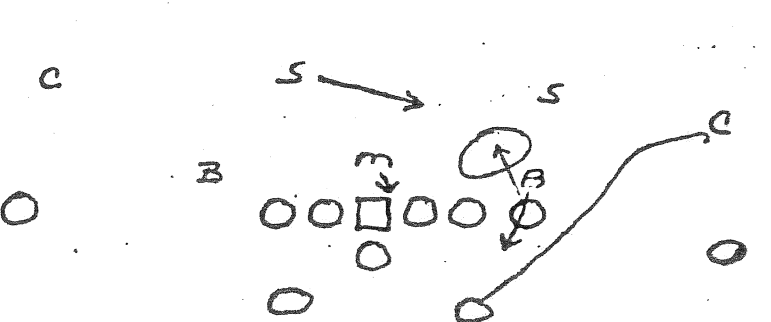
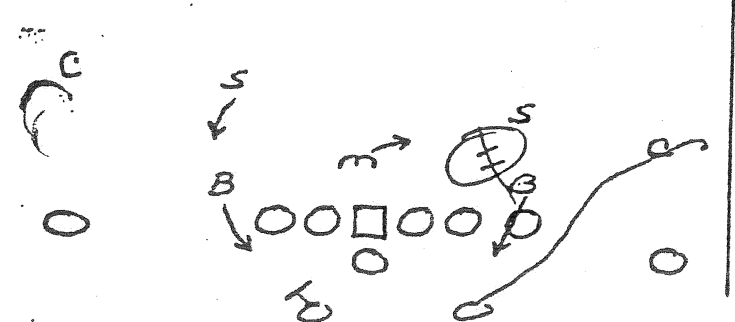
man - 6

man - 3

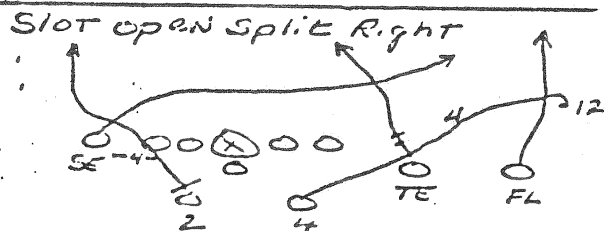


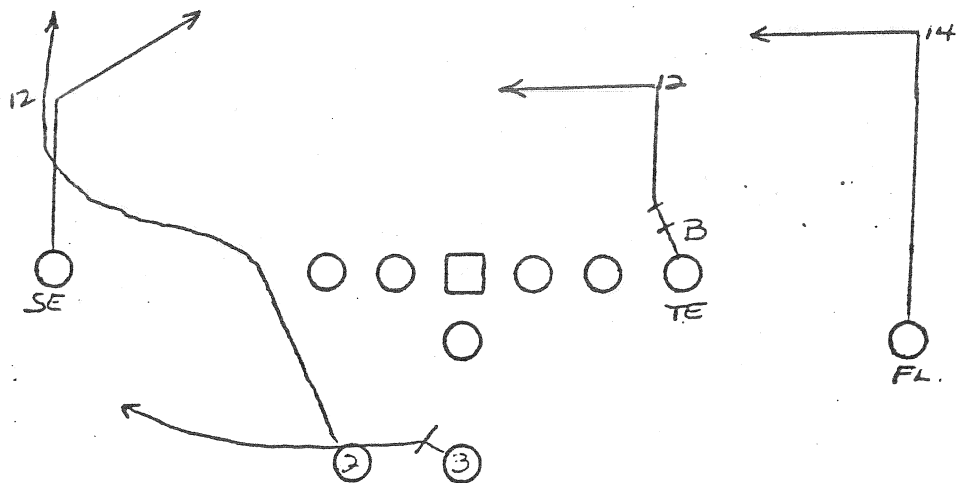
man S - W Blitz (Blow)

man S - W Blitz (fire)



78 SE CROSS-OTHER FORMATIONS





SE - 12 yds deep post.

TE - "Alert" no blitz responsibility, inside release and go for the ball - if not thrown to run a 12 yd center.

FL - 14 yd center.

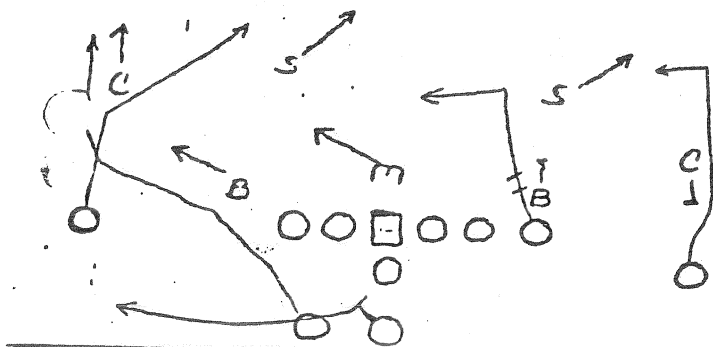
2 - no blitz responsibility run a flat and go.

3 - Check WLB, FS for blitz, no blitz run a swing.

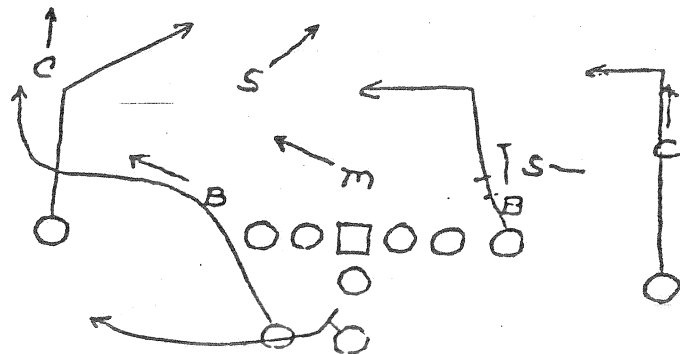
QB - Blitz key SLB, he blitzes hit the TE on a quick.

NOTES

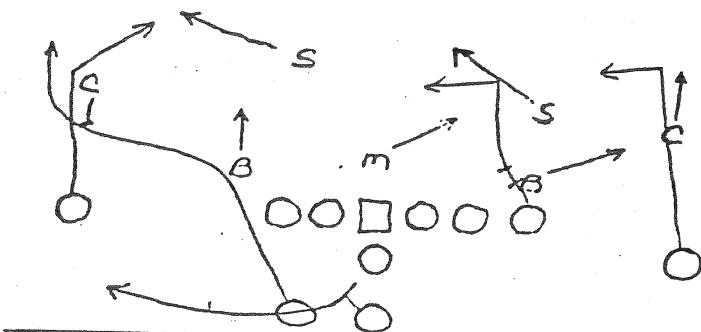
Stg. Sd. CB



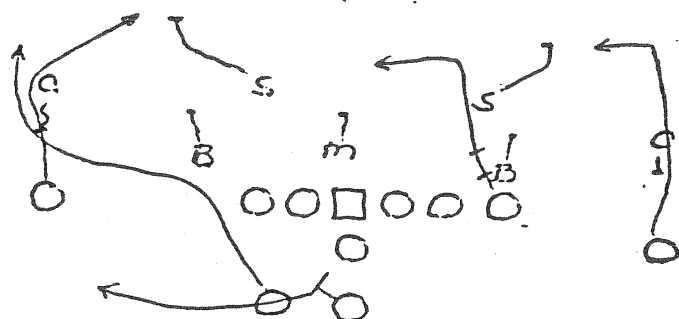
Stg Sd SS Zone - Blue 1
Stg Sd SS



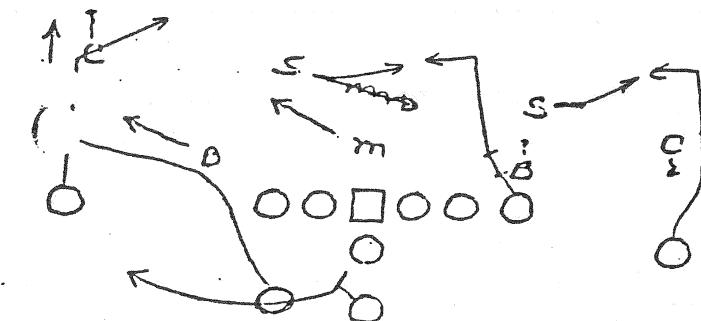
Wt Sd CB Zone - Brown 10



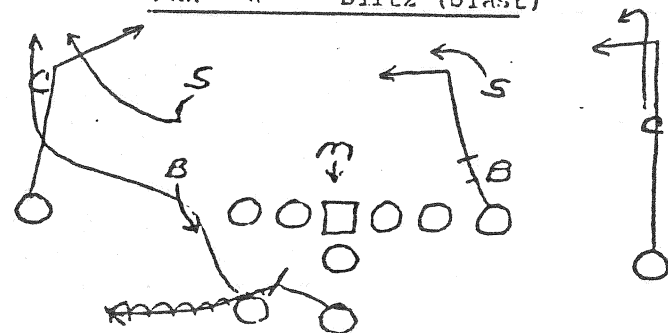
5 Sht - 2 Deen - 2 Kick



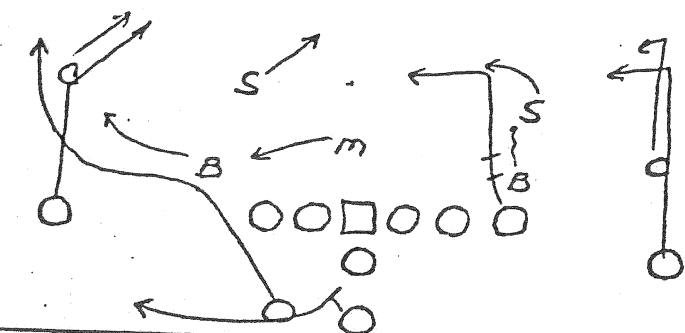
Combination - 7 Web



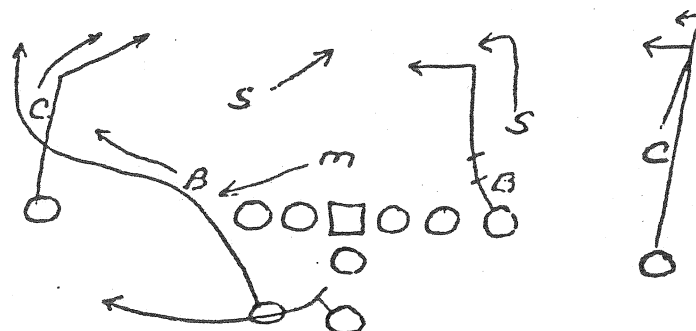
man - W - M Blitz (blast)



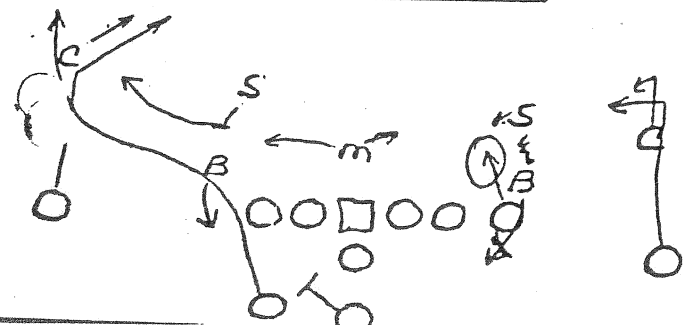
man - 6



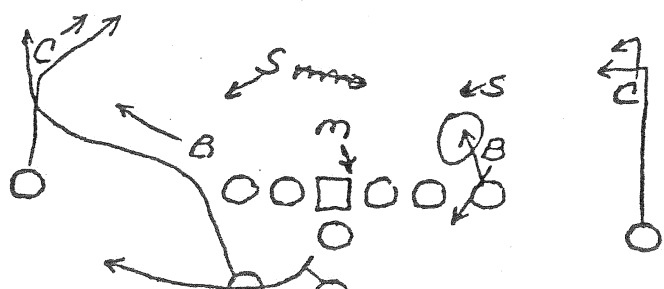
man - 3



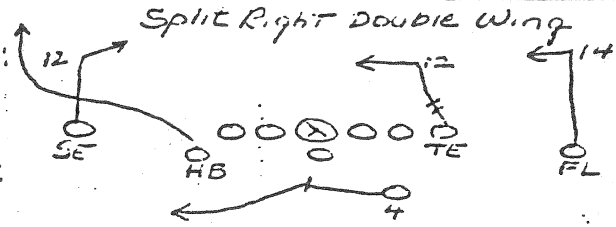
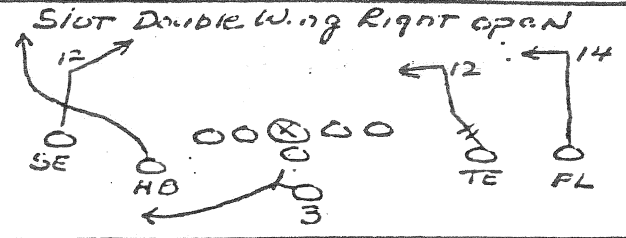
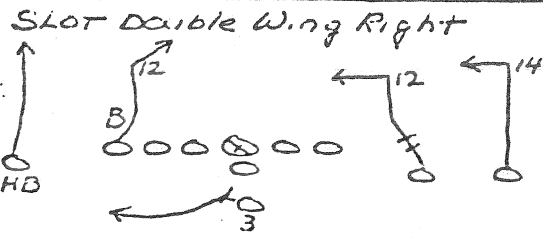
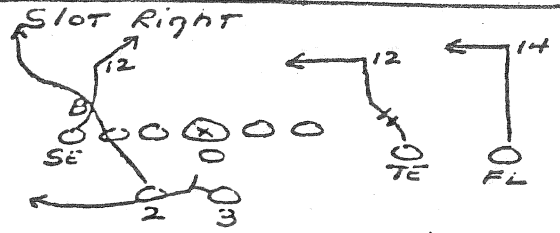
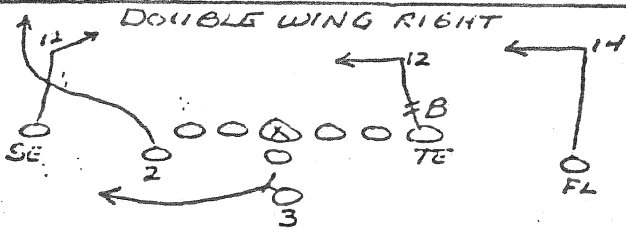
man S - W Blitz (Blow)

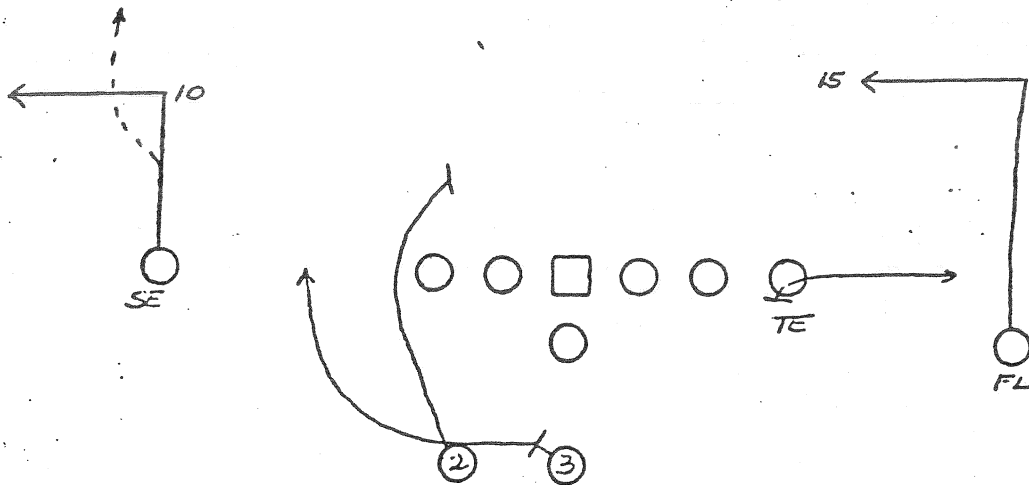


man S - M Blitz (fire)



80 ALERT TE CENTER- OTHER FORMATIONS





SE - Square out at 10 yds, if the corner rotates up run a zone adjustment.

TE - Slow block, if the SLB doesn't blitz run to flat.

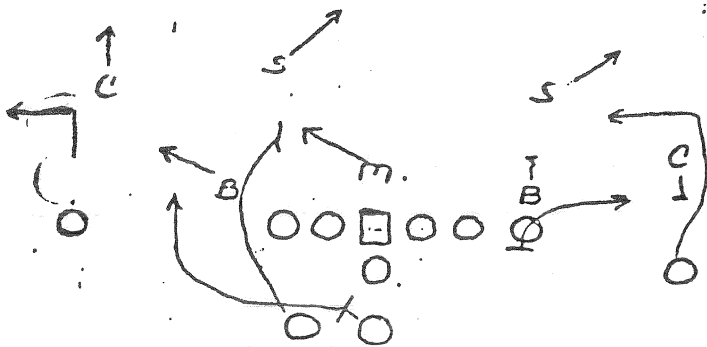
FL - Center at 15 yds.

2 - No blitz responsibility run a circle and pick the MLB if the WLB runs out to flat - if the WLB drops straight back, go get him and get his attention.

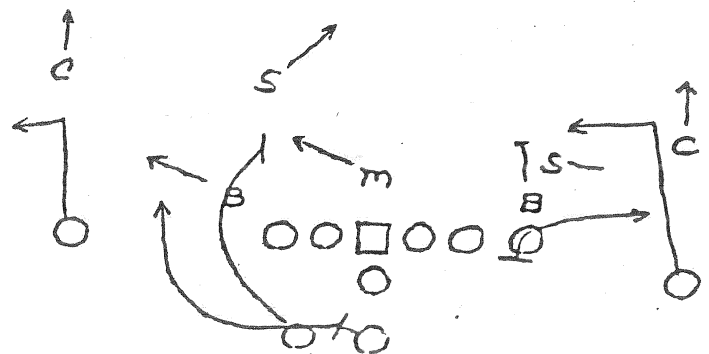
3 - Check FS, WLB blitz, no blitz run a medium (split difference between W tackle and SE).

NOTES

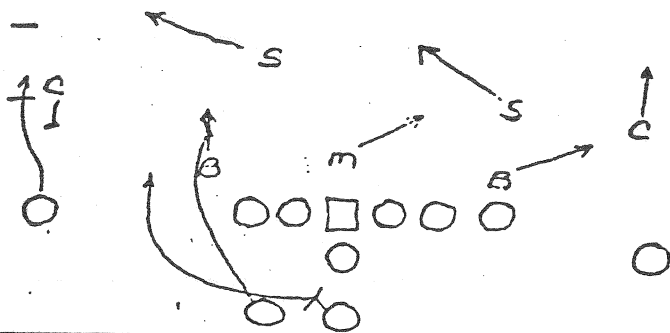
Stg. Sl. CB Zone - Brown 1



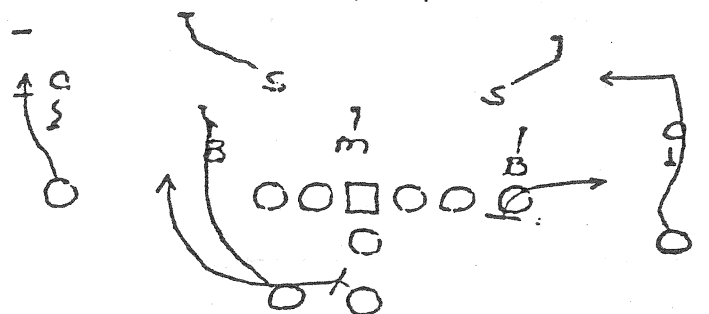
Stg. Sl. CB Zone - Brown 2



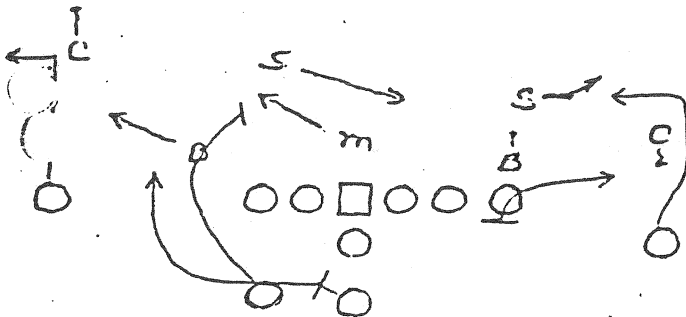
Stg. Sl. CB Zone - Brown 10



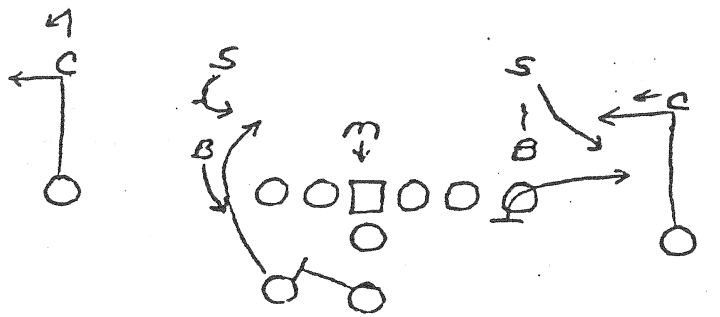
5 Sht - 2 Doen - 2 Kick



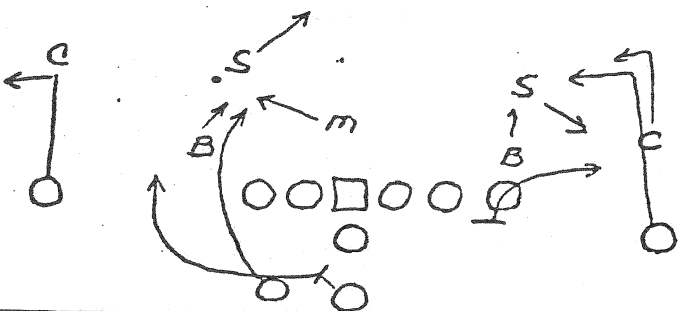
Combination - 7 Web



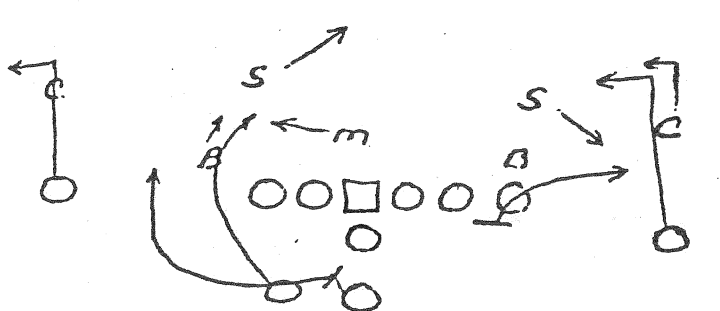
man - W - " Blitz (blast)



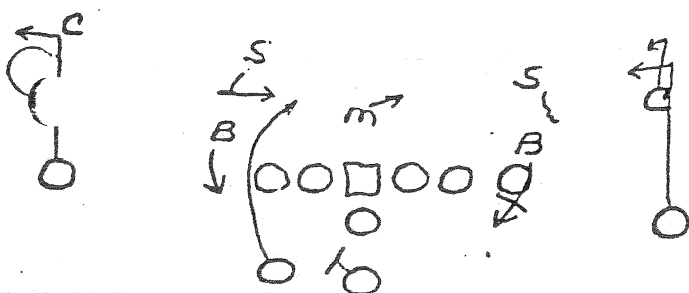
man - 6



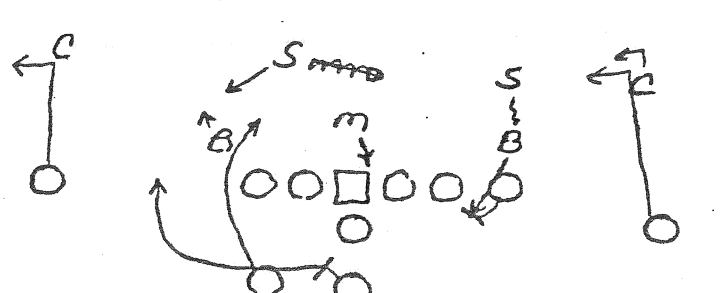
man - 3



man S - W Blitz (Blow)

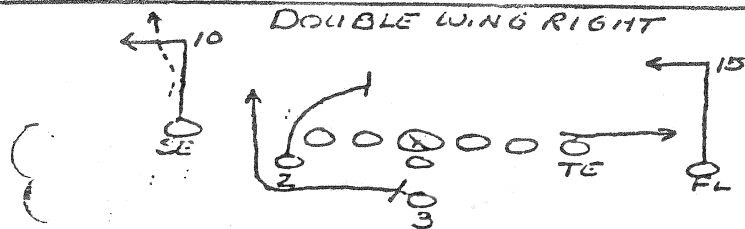


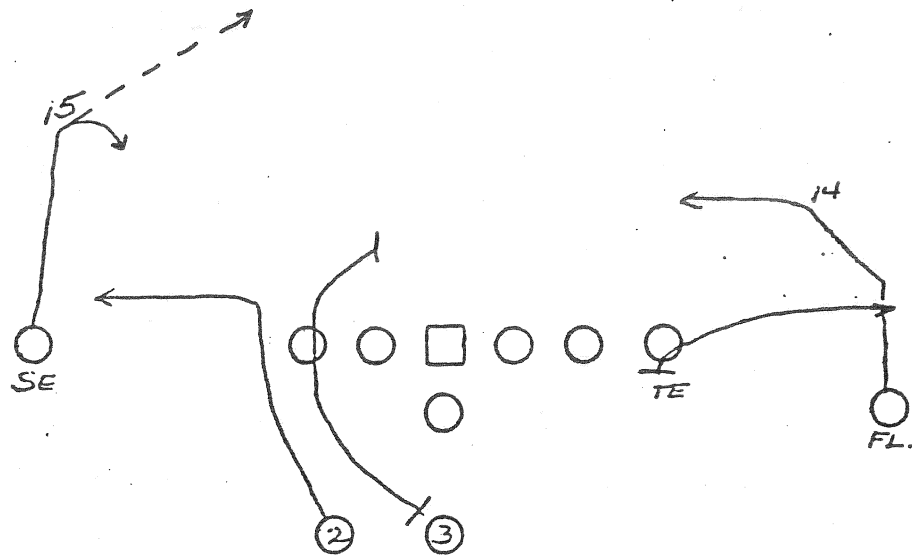
man S - W Blitz (fire)



OO CIRCLE-OTHER FORMATIONS

DOUBLE WING RIGHT





SE - Curl at 15 yds, FS in combo or comes up to cover a back, run a post.

TE - Slow block run to flat if no SLB Blitz.

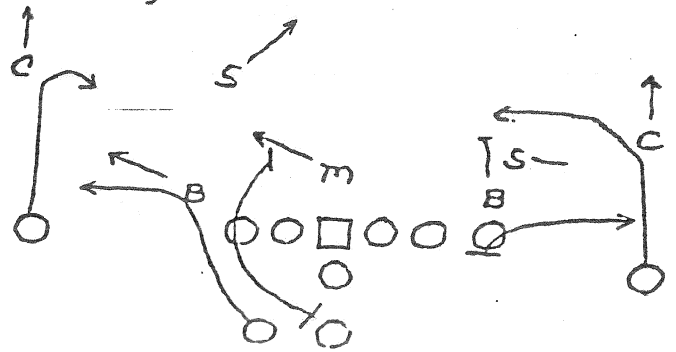
FL - Center at 14 yds.

2 - No blitz responsibility, run a flat.

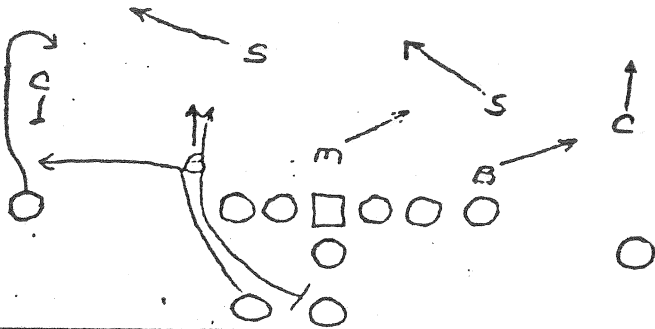
3 - Check FS, WLB for blitz; no blitz run a circle; if WLB goes to flat pick MLB, if WLB drops straight back block him (or get his attention).

NOTES

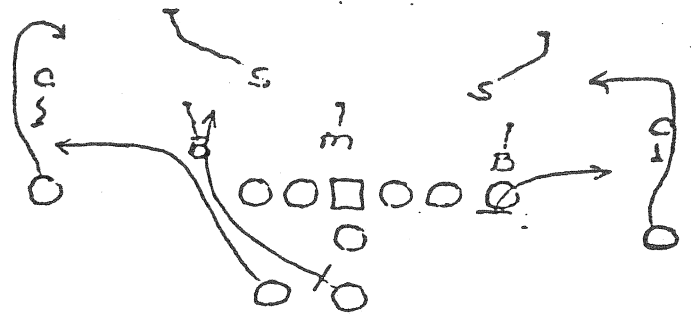
Stg S.S. Zone



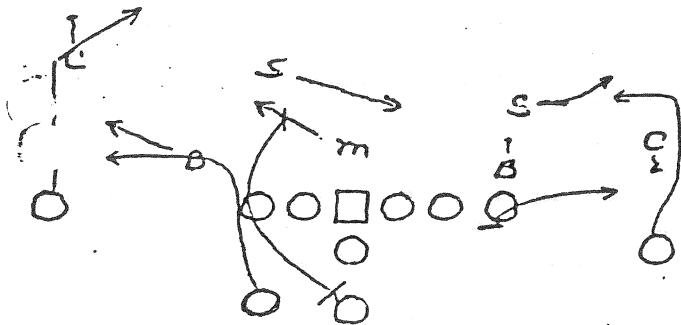
Wt Sd CB Zone - Brown 10



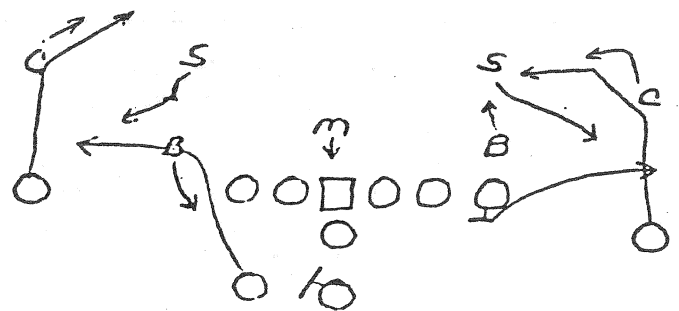
5 Sht - 2 Deen - 2 Kick



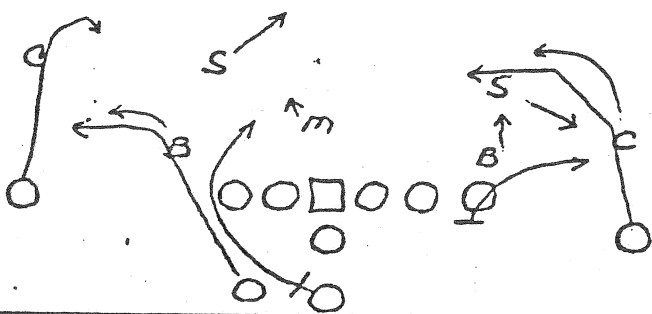
Combination - 7 Web



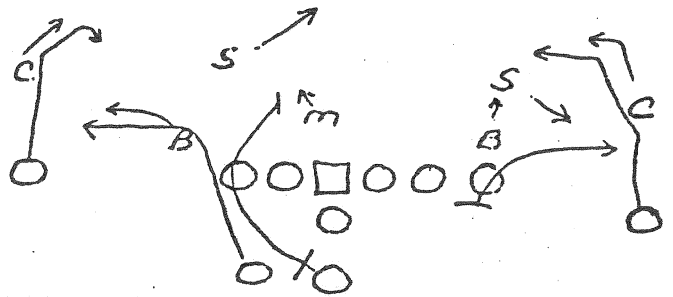
man - W - W Blitz (blast)



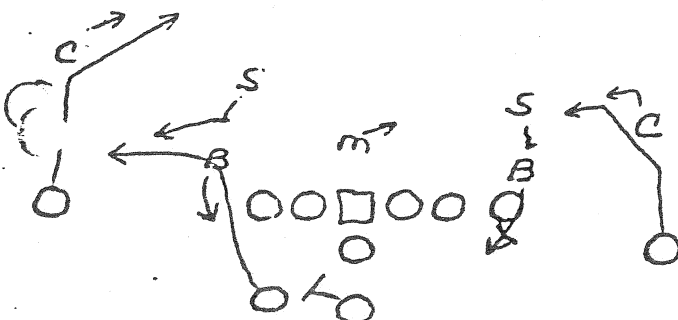
man - 6



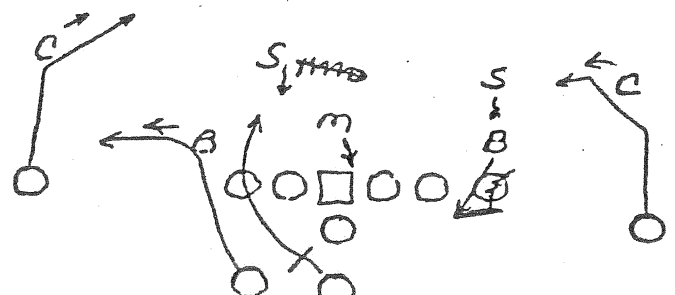
man - 3



man S - W Blitz (Blow)

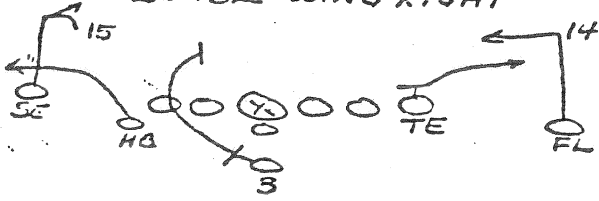


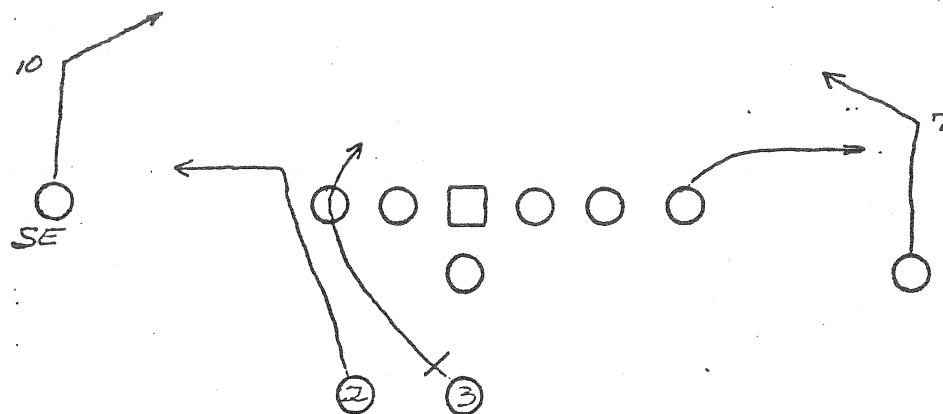
man S - W Blitz (fire)



85 FLAT- OTHER FORMATIONS

DOUBLE WING RIGHT





SE - 10 yd post.

TE - no blitz responsibility - run a D pattern, look immediately for ball if SLB blitzes.

FL - 7 yd quick post.

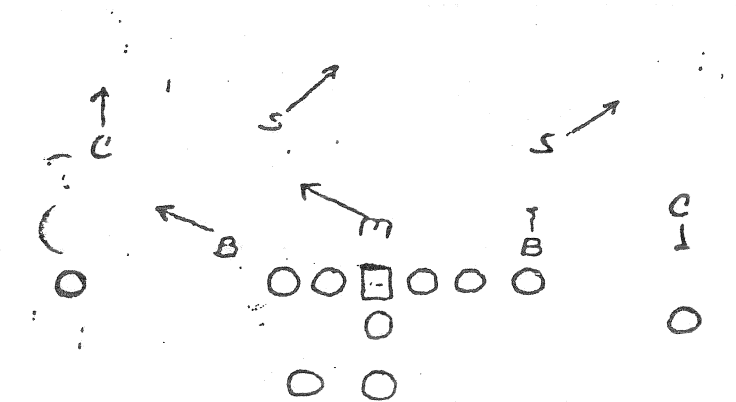
2 - no blitz pick up - run a flat.

3 - Check WLB, FS blitz, no blitz run a circle.

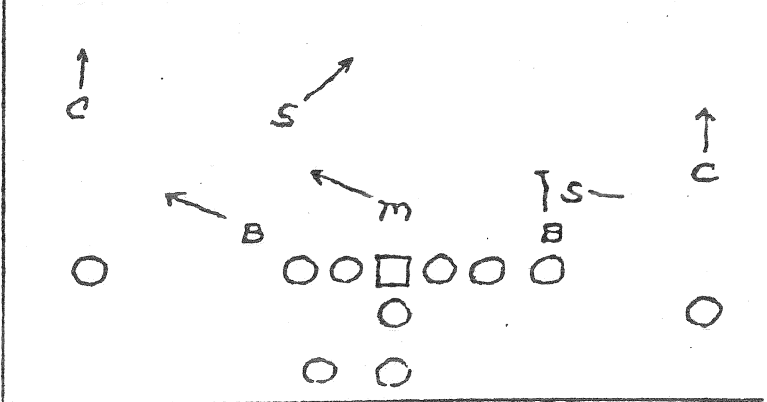
QB - Good vs. weak zones - blitz key SLB.

NOTES

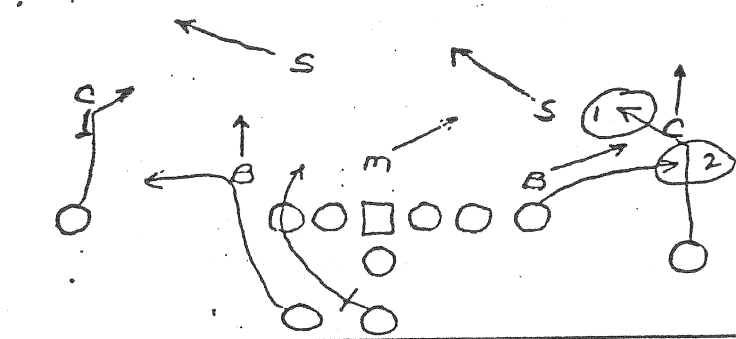
Std 5d CB Zone - Brown 1



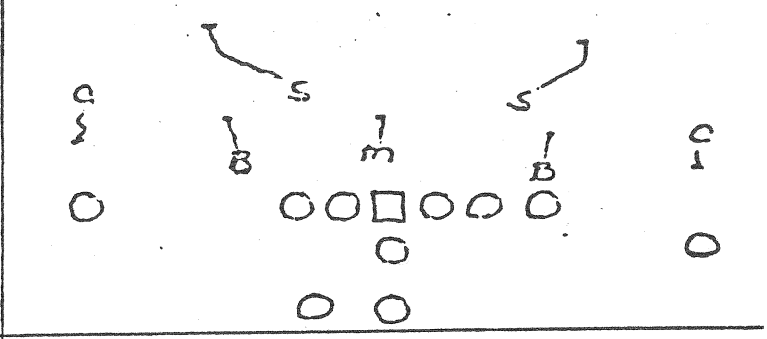
Std 5d CB Zone - Blue 1



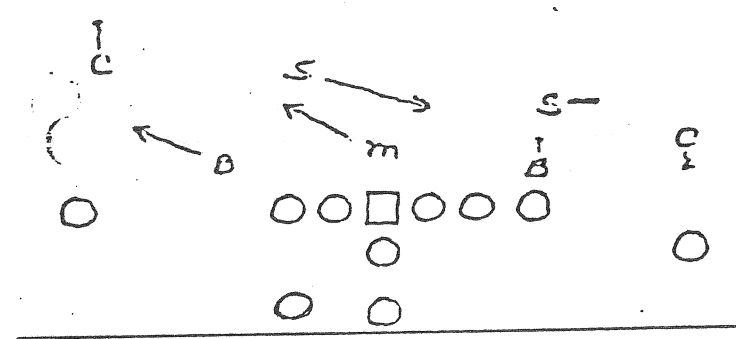
* Std 5d CB Zone - Brown 10



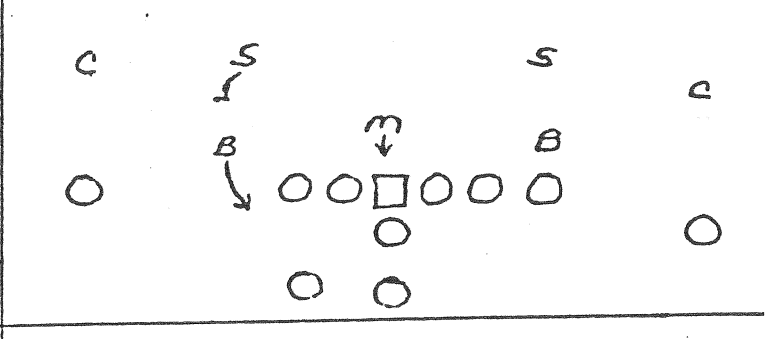
5 Sht - 2 Doen - 2 Kick



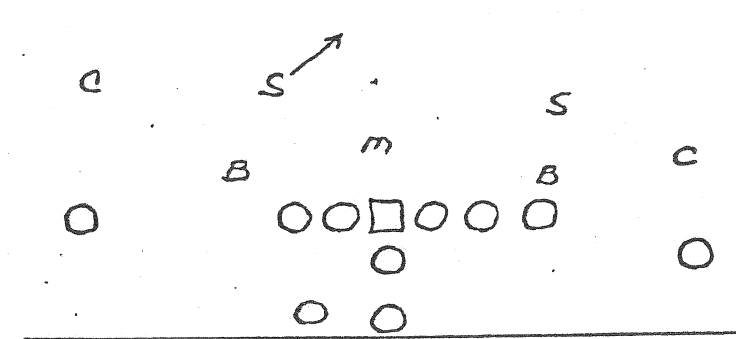
Combination - 7 Web



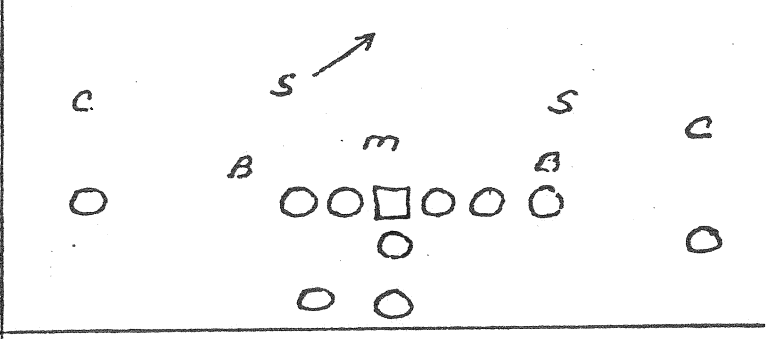
man - W - W Blitz (blast)



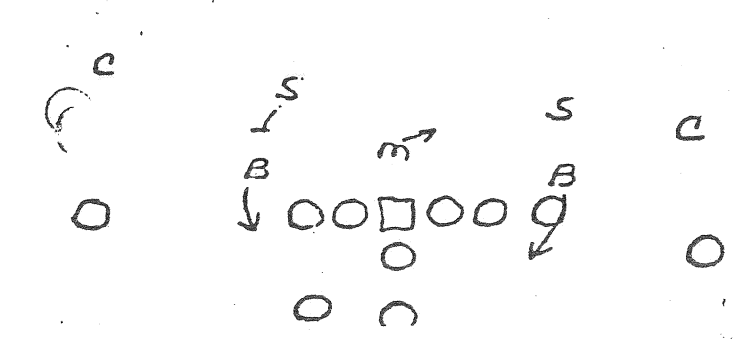
man - 6



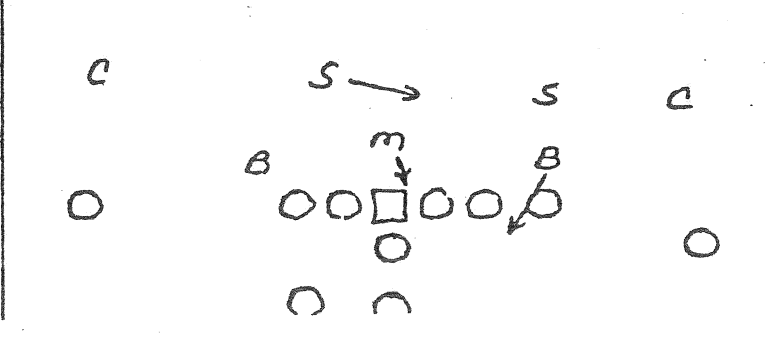
man - 3



man S - W Blitz (Blow)

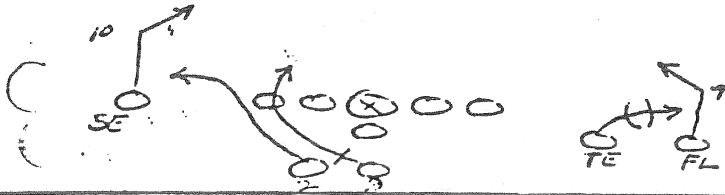


man S - W Blitz (fire)

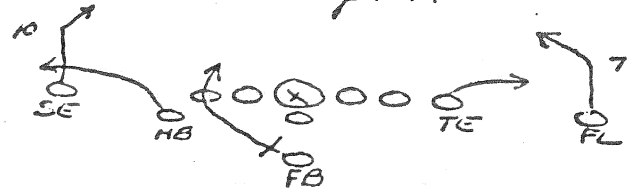


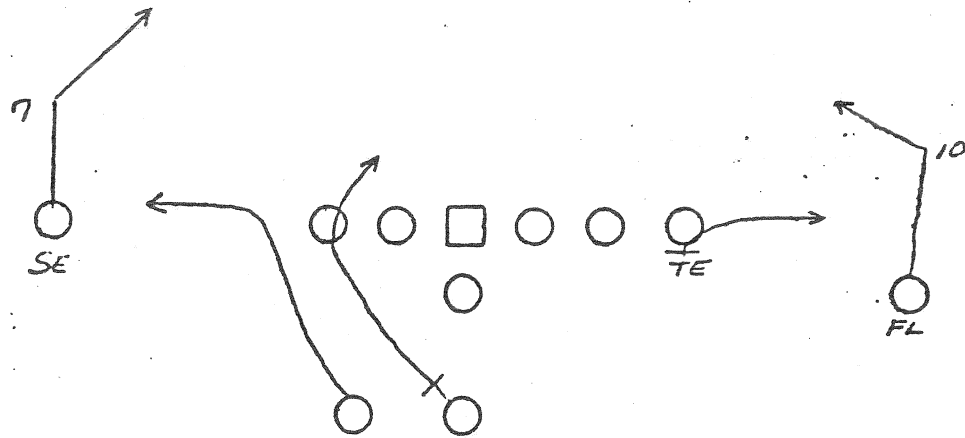
86 D HERT OTHER FORMATIONS

Slot RT open



Double Wing RT.





SE - Quick post at 7 yds.

TE - Slow block - check SLB for blitz, no blitz go to flat.

FL - 10 yd post.

2 - No blitz responsibility, run a flat, look quickly for ball.

3 - Check WLB, FS for blitz, no blitz run a circle.

QB - Good vs. strong side zone and FS blitz.

NOTES

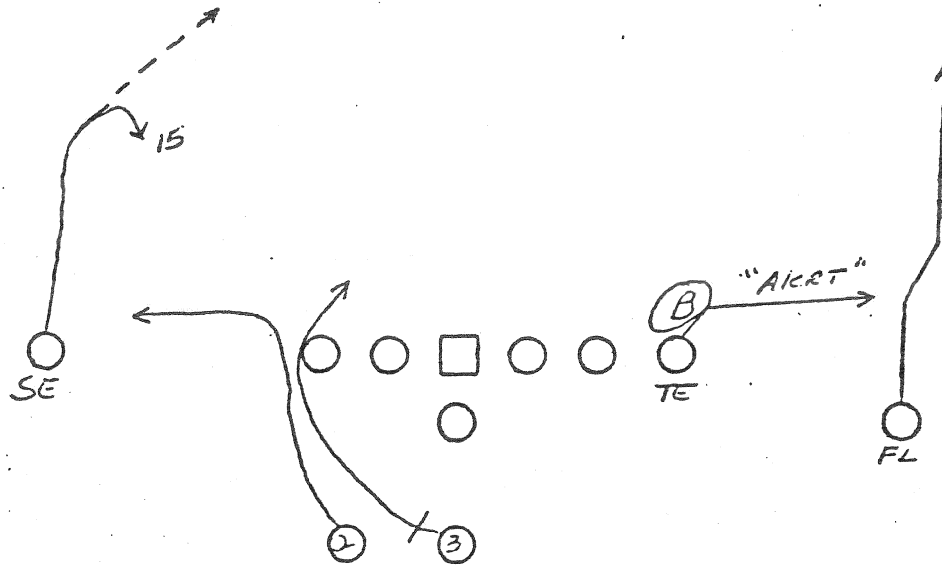
The diagram shows a sequence of 10 nodes: a circle, a circle, a circle, a square, a circle, a circle, a circle, a circle, a circle, and a circle. Arrows indicate the following connections:

- From the 1st circle node to an external input labeled 'C'.
- From the 3rd circle node to an external input labeled 'S'.
- From the 4th square node to an external input labeled 'D'.
- From the 5th circle node to an external input labeled 'B'.
- From the 6th circle node to an external input labeled 'S'.
- From the 7th circle node to an external input labeled 'C'.

The diagram illustrates a network flow problem. It features a source node 'S' at the top, a sink node 'C' at the bottom, and a central horizontal path of nodes. Arrows indicate flow directions: from S to the central nodes, from the central nodes to C, and from the central nodes back to S. A specific node in the central path is marked with a square and labeled 'm'.

A hand-drawn diagram of a neural network architecture. It consists of three layers of nodes: an input layer on the left with one circle, a hidden layer in the middle with five nodes (three circles and two squares), and an output layer on the right with one circle. Arrows indicate connections: from the input node to the first hidden node (labeled 'C'), from the first hidden node to the output node (labeled 'S'), and from the second hidden node to the output node (labeled 'B'). There are also self-connections on the first and second hidden nodes, labeled 'C' and 'B' respectively. A central label 'E' is present.

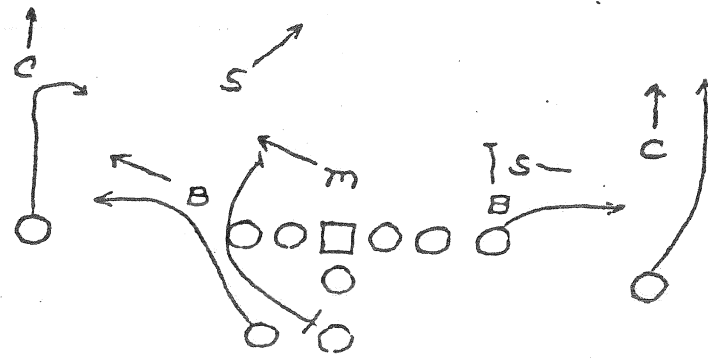
The diagram illustrates a neural network with three layers: an input layer with three nodes (circles), a hidden layer with five nodes (four circles and one square), and an output layer with two nodes (circles). Arrows show the forward pass from input to hidden to output. A feedback arrow labeled 'C' points from the output back to the input. Labels 'S' and 'B' are placed near the hidden and output nodes, likely representing sigmoid and bias functions. A handwritten '3' is above the square node in the hidden layer.



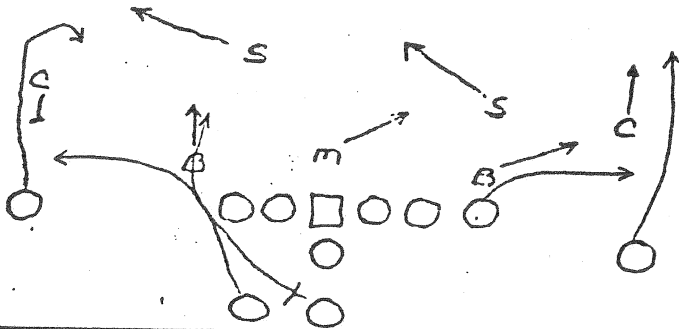
- SE - Curl at 15 yds, if FS in combo or comes up to cover HB, run a deep post.
- TE - No blitz responsibility (alert) go immediately to flat, if SLB blitzes, QB will throw you the ball quickly.
- FL - Run a go, if corner rotates up run a zone adjustment (a go still but under control).
- 2 - No blitz responsibility, go immediately to the flat.
- 3 - Check WLB, FS for blitz, no blitz run a circle and pick the MLB (if the WLB goes to flat), if the WLB drops straight back run at him and get his attention.
- QB - Blitz key the SLB, if he comes dump the ball to the TE - no blitz key the
- SS: 1. Strongside zone
 a) hit FL on zone adjustment b) or go weakside to the SE
 2. Weakside zone or man go to your flanker on a go.

NOTES

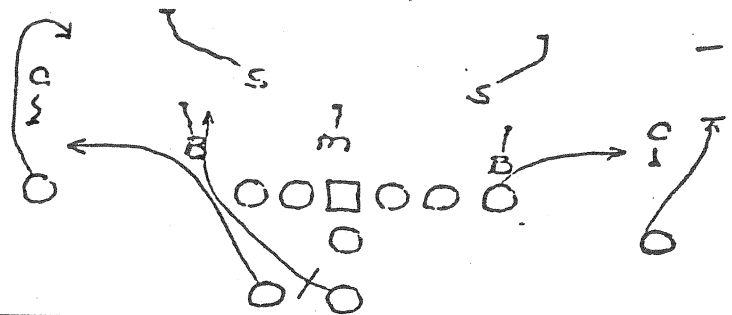
Sta 5d 55 Zone - Blue J



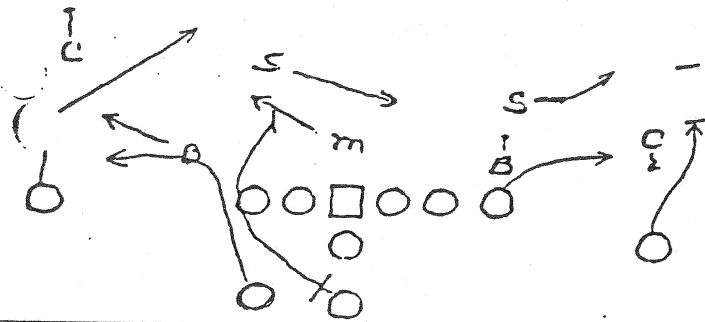
Wt 5d CB Zone - Brown 10



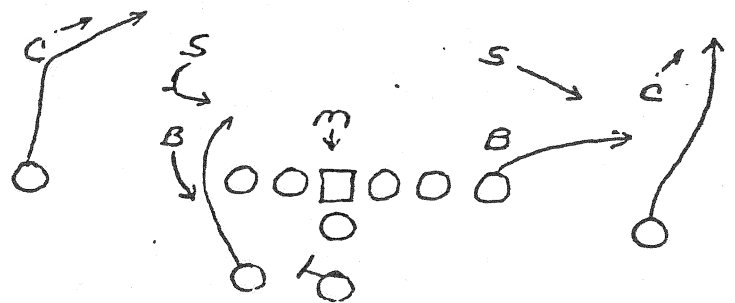
5 Shit - 2 Deen - 2 Kick



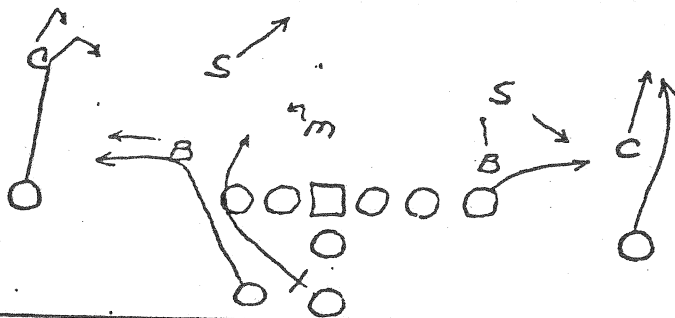
Combination - 7 Web



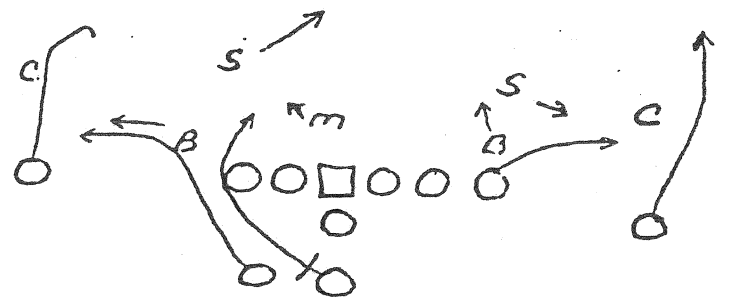
man - W - W Blitz (blast)



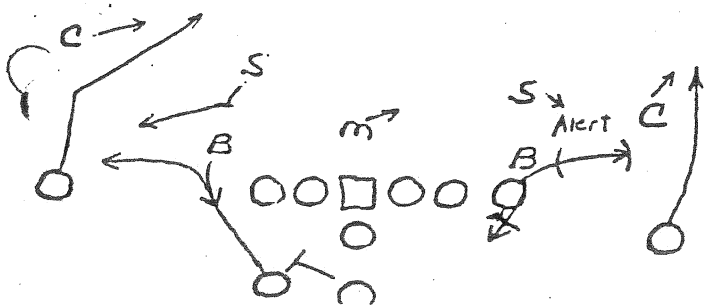
man - 6



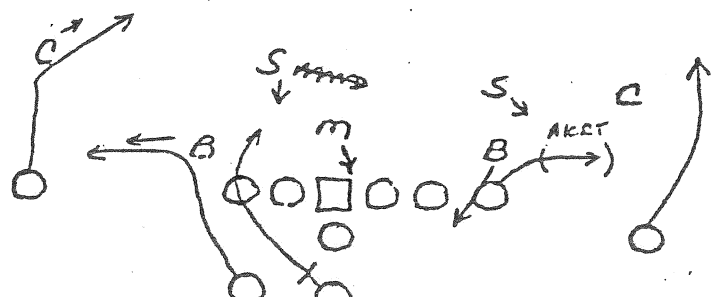
man - 3



man S - W Blitz (Blow)

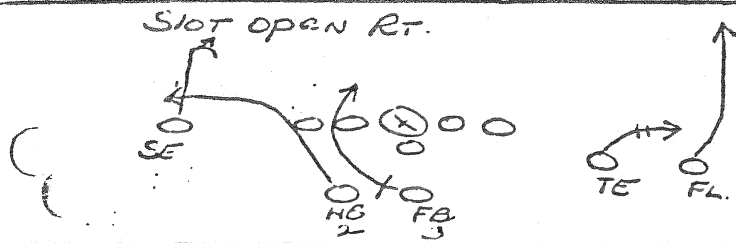


man S - W Blitz (fire)

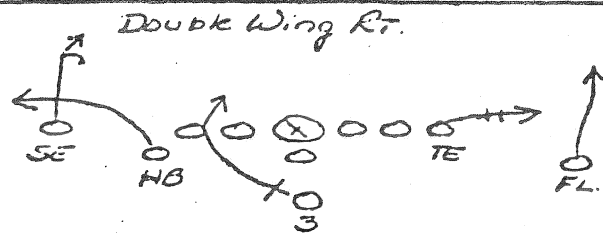


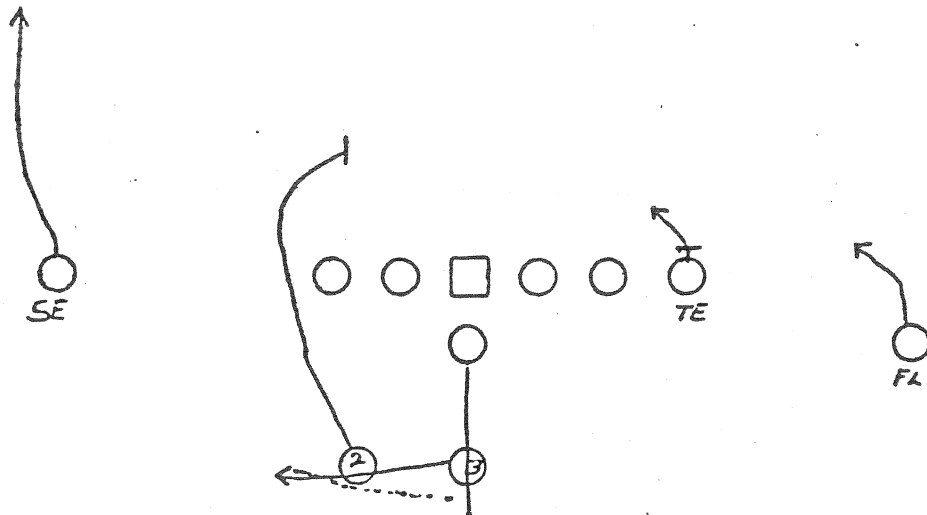
88 MERT D - OTHER FORMATIONS

Slot open Rt.



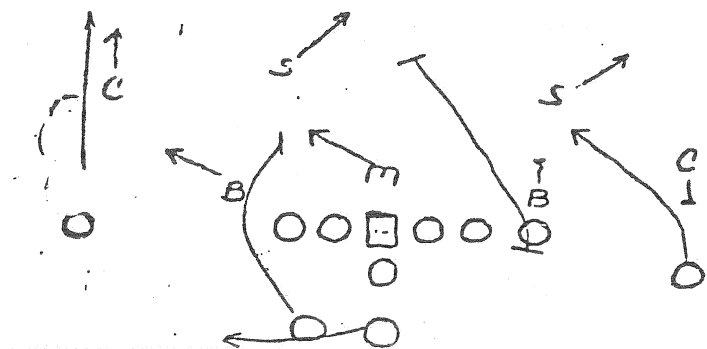
Double Wing Rt.



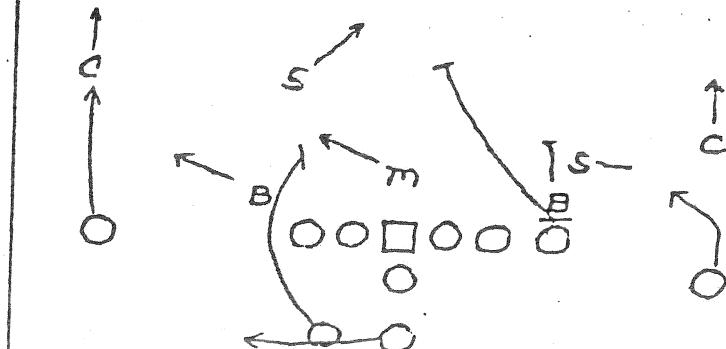


- SE - Run a go.
TE - Slow block, inside release and go after FS.
FL - Quick post and go after any defensive back inside.
2 - Run a circle and pick the MLB, if WLB drops straight back go after him;
if WLB blitzes, cut him.
3 - Run an arrow and look immediately for ball.

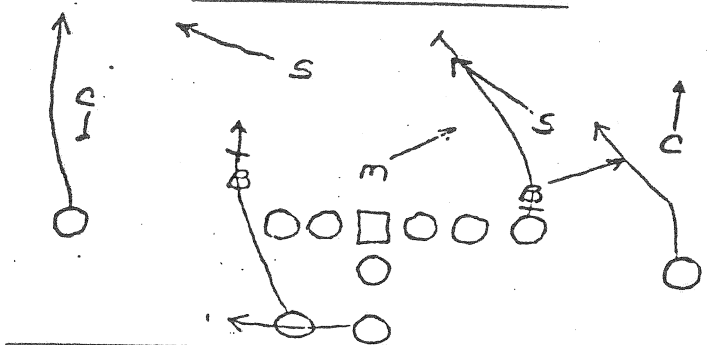
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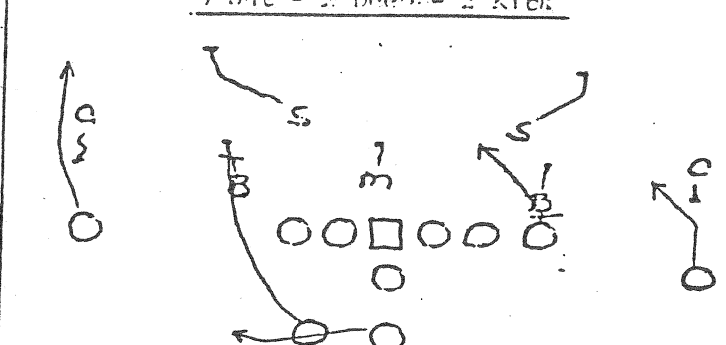
5d CB Zone - Brown 10



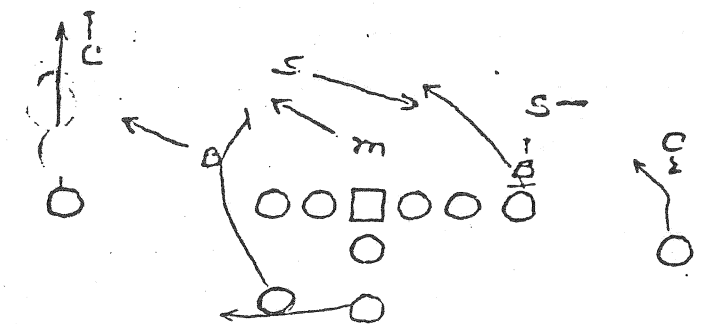
5 Shit - 2 Deen - 2 Kick



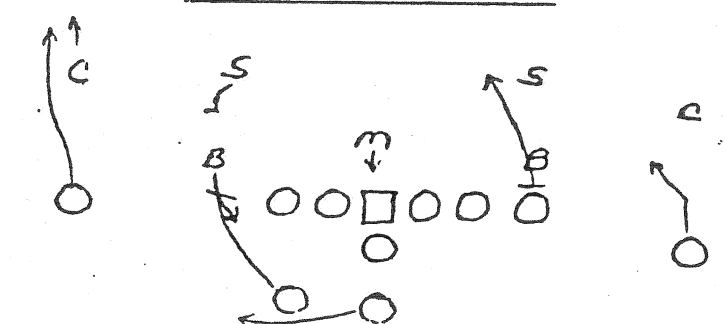
Combination - 7 Web



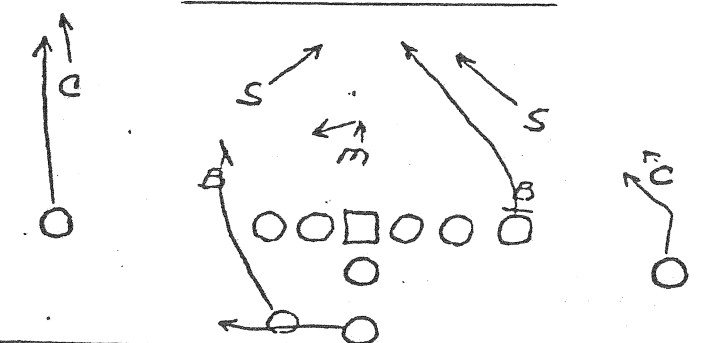
man - W - W Blitz (blast)



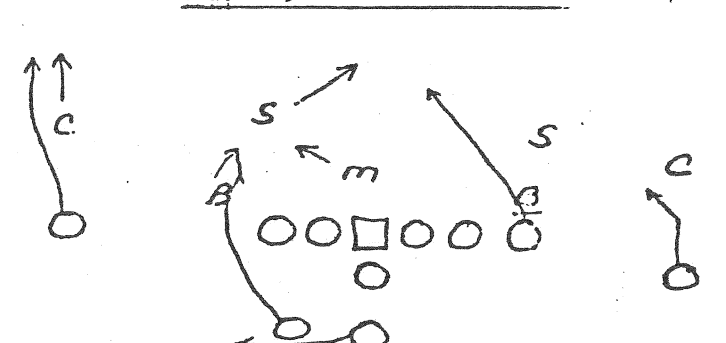
man - 6



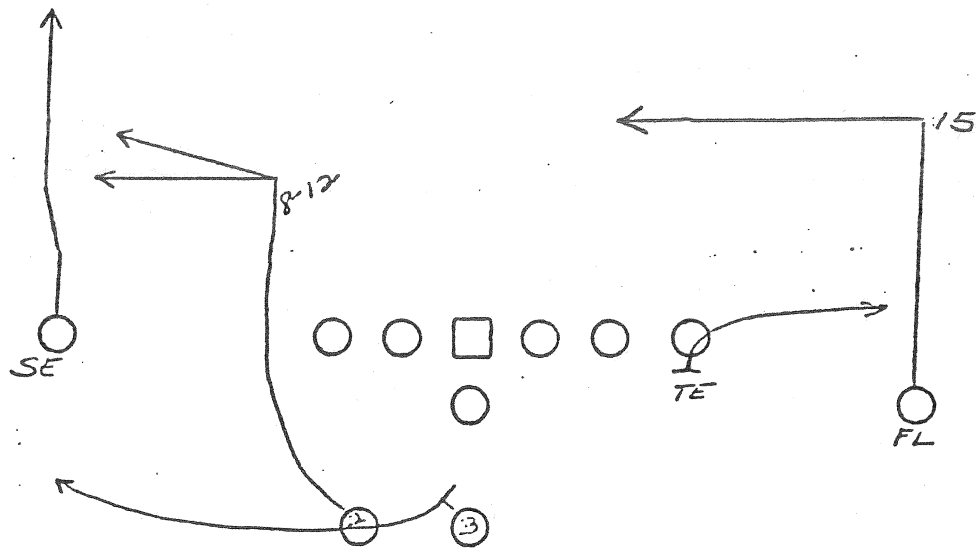
man - 3



man S - W Blitz (Blow)

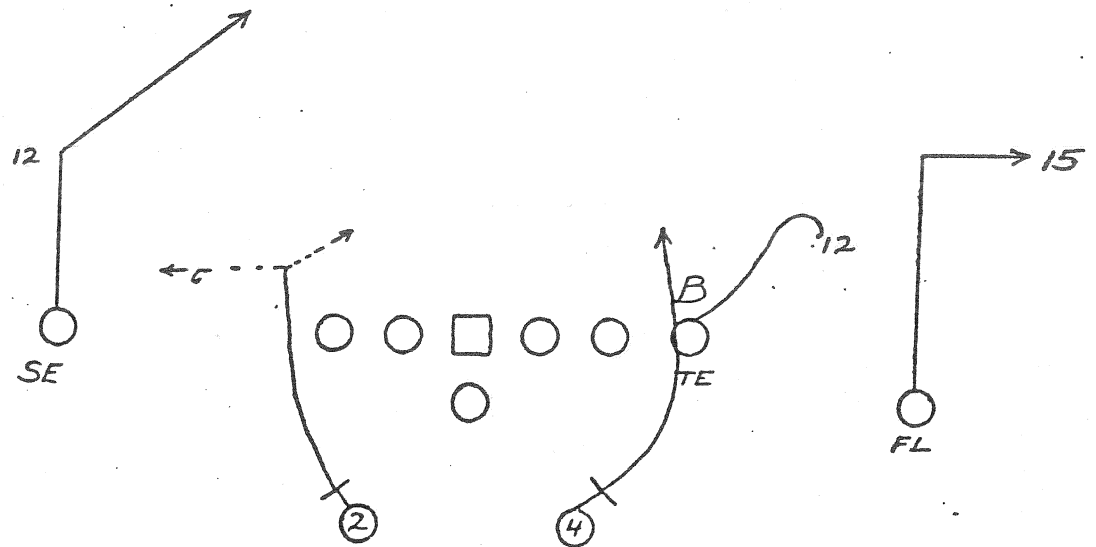


man S - W Blitz (fire)



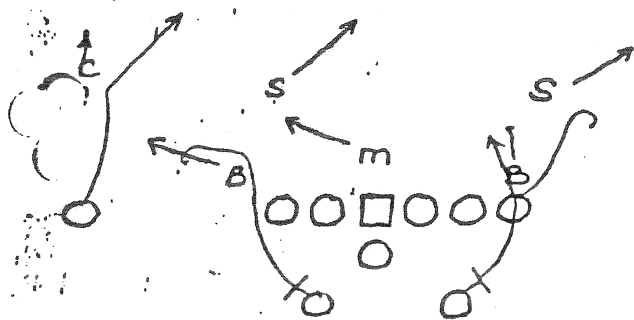
- SE - Run a go, corner rotates up look for ball in zone adjustment, if don't get ball continue your go to clear out the zone.
- TE - Slow block if SLB doesn't blitz run to flat.
- FL - 15 yd. center.
- 2 - No blitz responsibility - run a fan at 8 to 12 yds, if a zone break and gain ground; if a man make a move and square it off.
- 3 - Check WLB, FS for blitz, no blitz run a swing.

NOTES

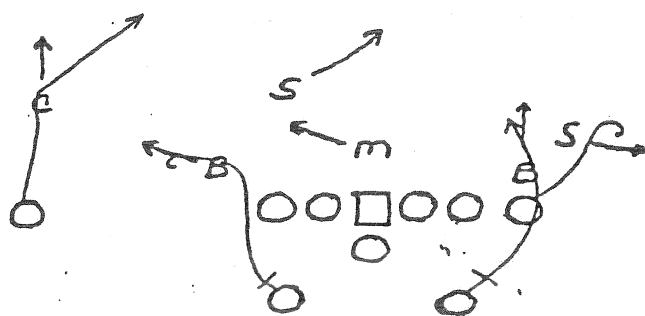


- SE - Run a deep post.
- TE - Outside release run a stop at 12 yds.
- FL - 15 yd square out, if the corner rotates run a zone adjustment.
- 2 - Check WLB, FS, run an option.
- 4 - Check SLB, SS, run a far.
- QB - 5 step drop; read alignment of Safetys, if feel a combo, have SE on deep post, on snap key the SS, if man or Safety zone go to the FL. If the SS rolls outside go to the TE or the 4 back according to the SLB drop.

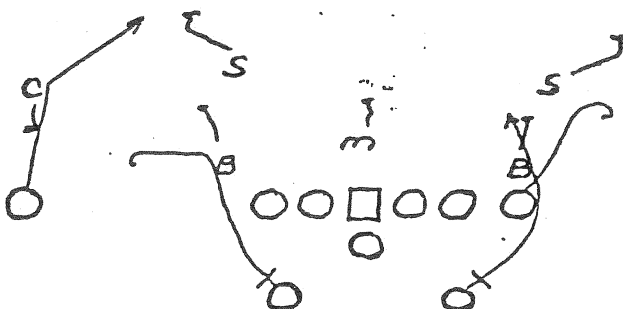
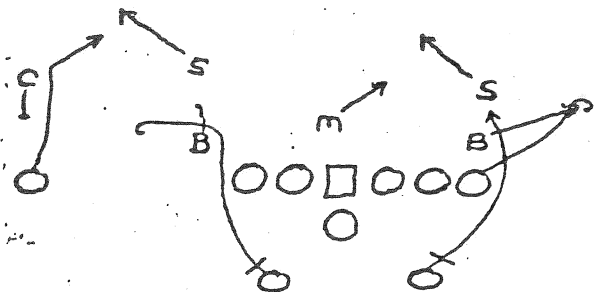
NOTES



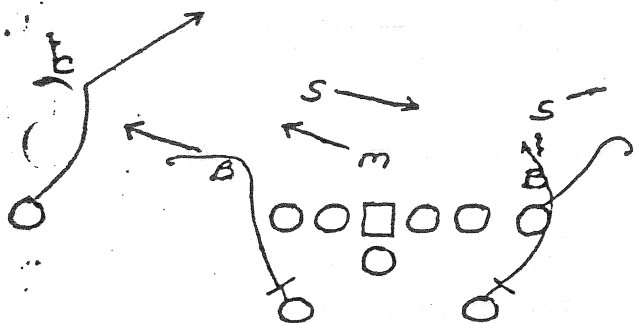
Wk Sd CB Zone - Brown 10



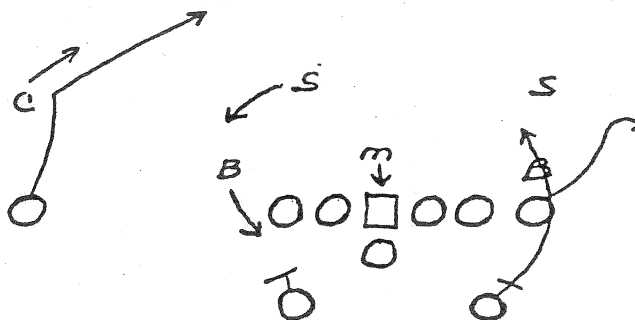
5 Sht - 2 deep - 2 kick



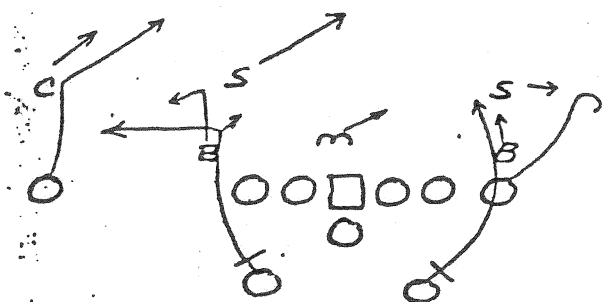
Combination - 7 Web



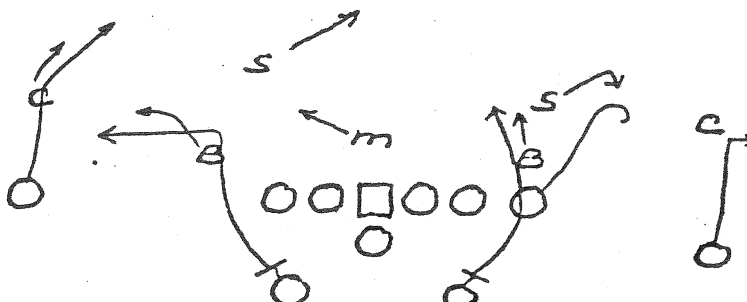
man - W - M Blitz (blast)



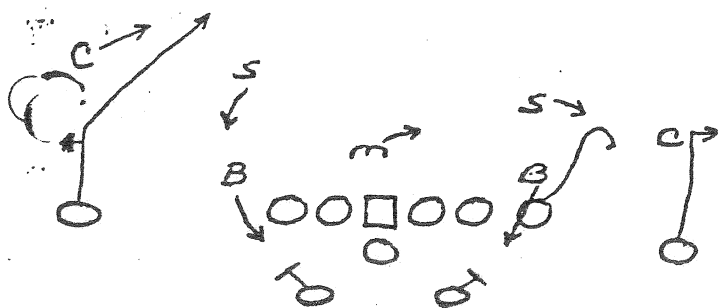
man - 6



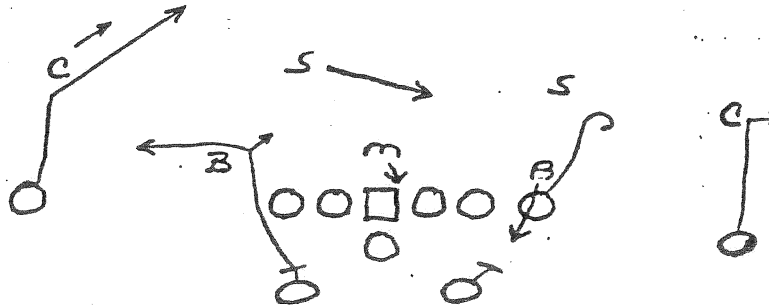
man - 3



man S - W Blitz (Blow)

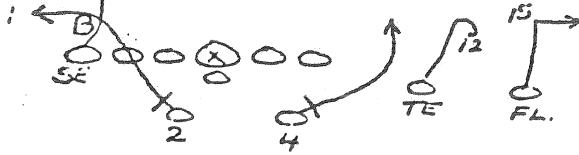


man S - W Blitz (fire)

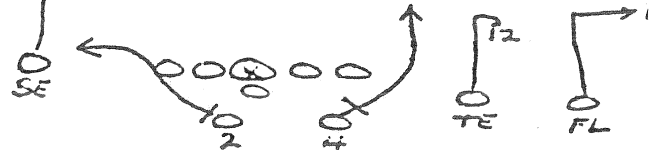


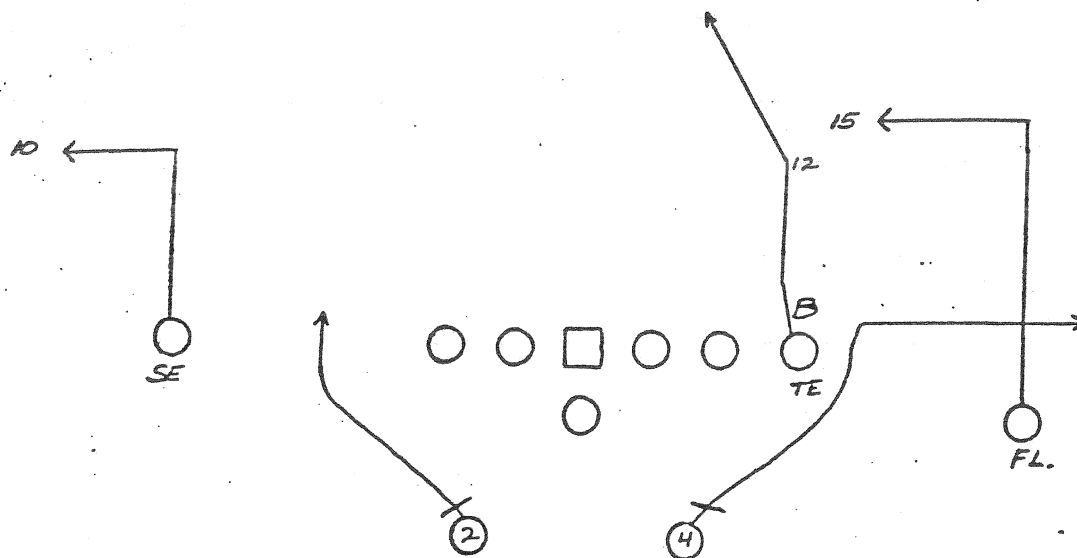
OK - OTHER FORMATIONS

Slot Split Right



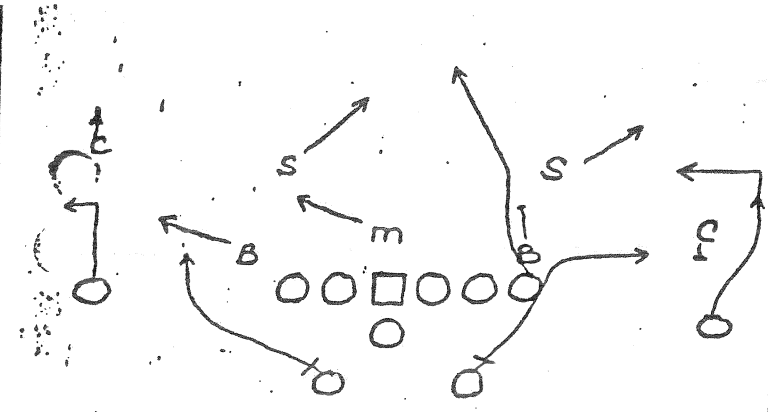
Slot Open Split Right



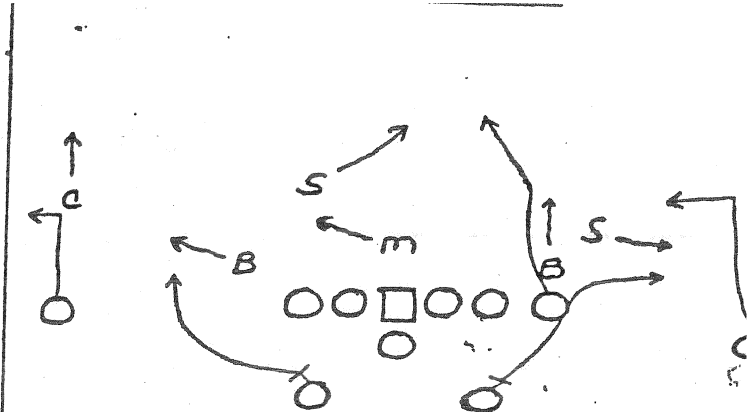


- SE - Square out at 10 yds (corner rotates up run a zone adjustment).
 TE - Release and run a deep post.
 FL - Run a center at 15 yds, corner rotates to your side go outside him then come inside.
 2 - Check the WLB and FS and run a medium.
 4 - Check the SLB and SS and run a flat.
 QB - 5 step drop, key a weakside LBer and CB. If the corner rotates up hit the SE on a zone adjustment. If the CB does not rotate read the WLB; 1) if he blitzes hit the SE man to man 2) if he gets quickly to the flat hit the 2 back 3) if he doesn't get to the flat and the 2 back holds him up hit the SE

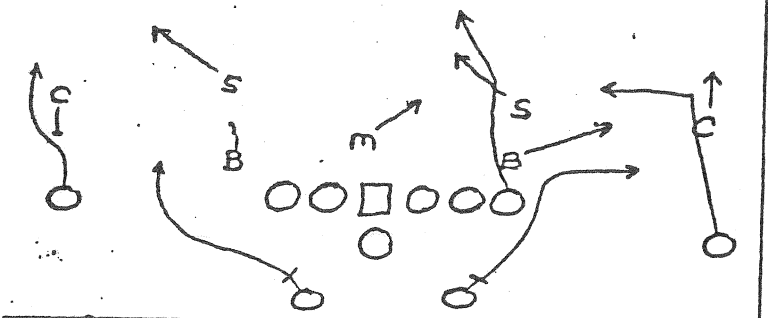
 NOTES



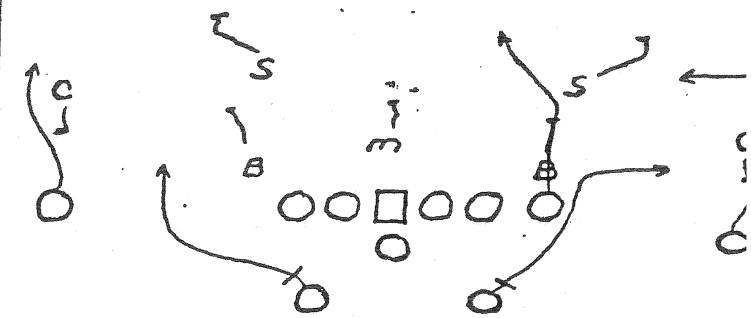
Wk Sd CB Zone - Brown 10



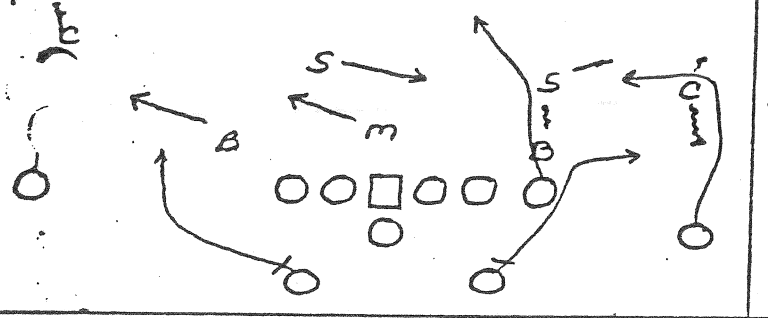
5 Sht - 2 deep - 2 kick



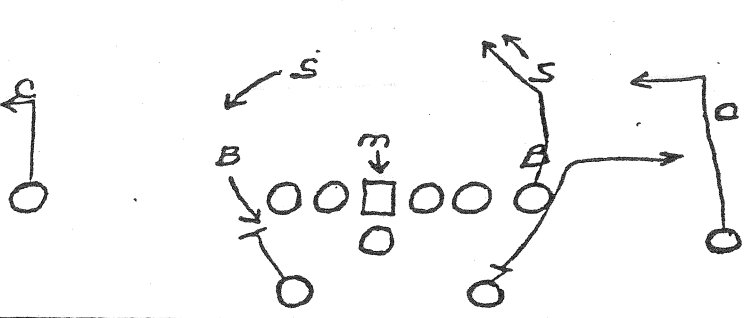
Combination - 7 Web



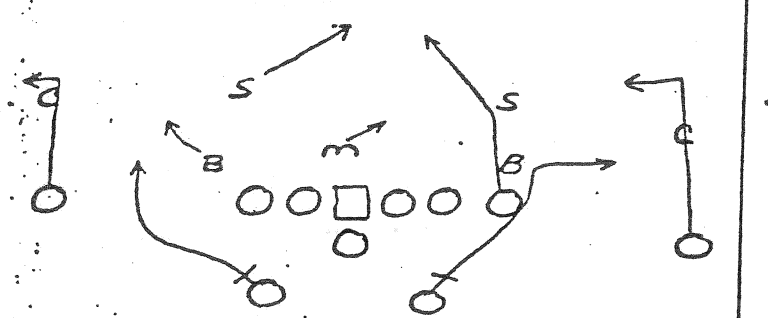
man - W - M Blitz (blast)



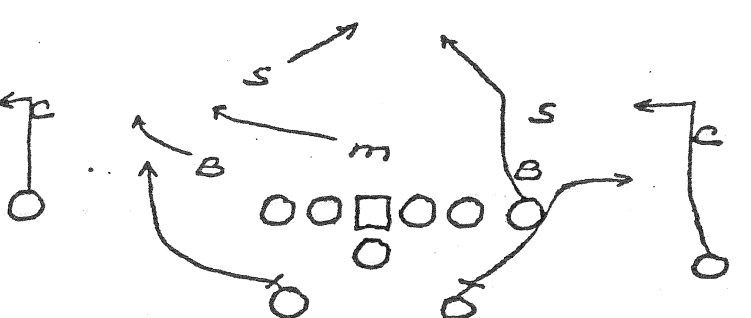
man - 6



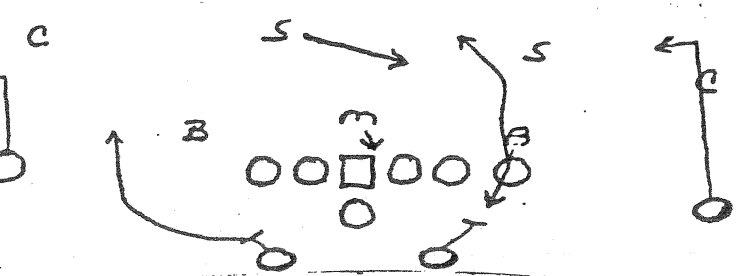
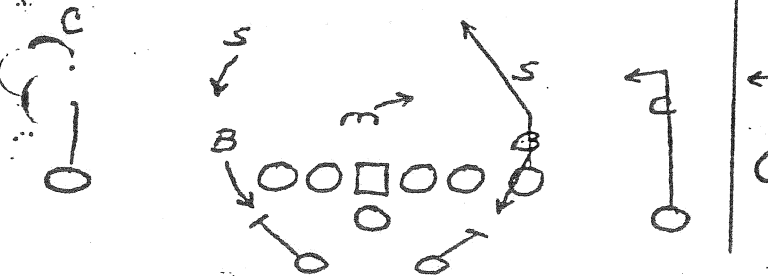
man - 3



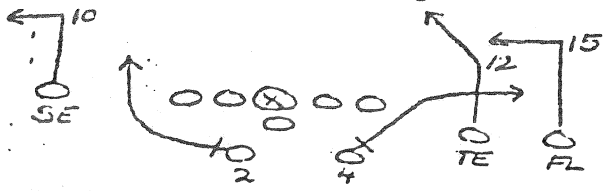
man S - W Blitz (Blow)



man S - W Blitz (fire)

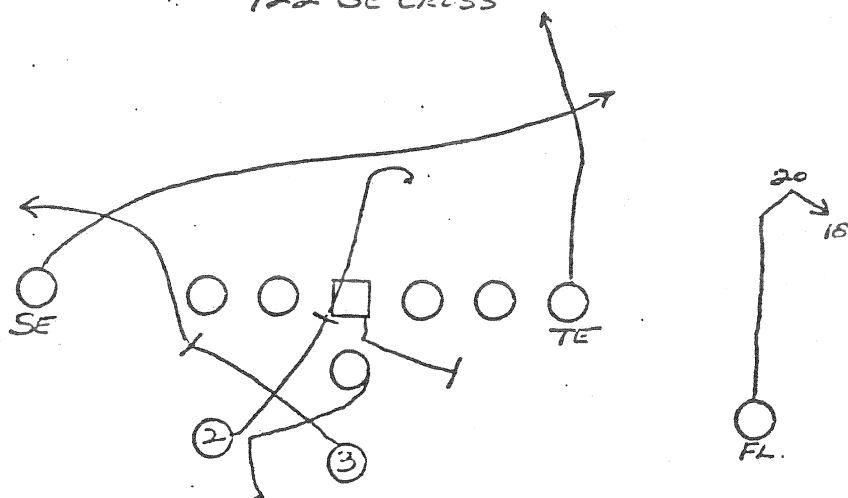


Slot open Split Right

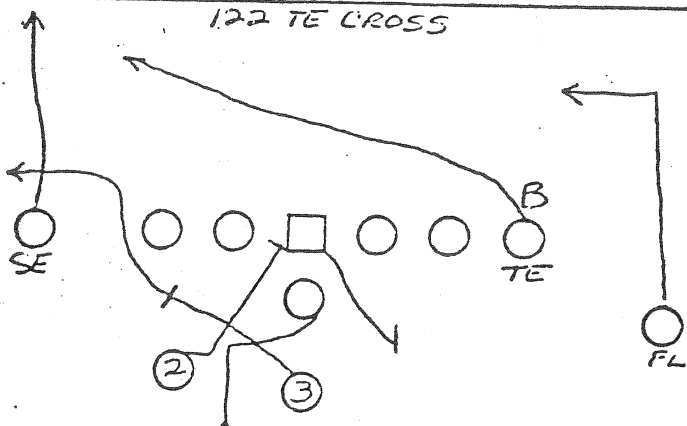


9

122 SE CROSS

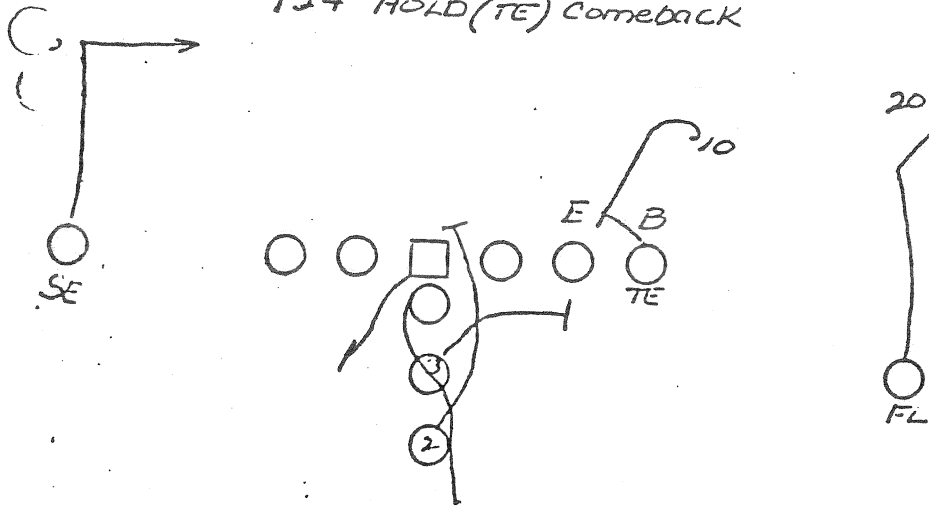


122 TE CROSS

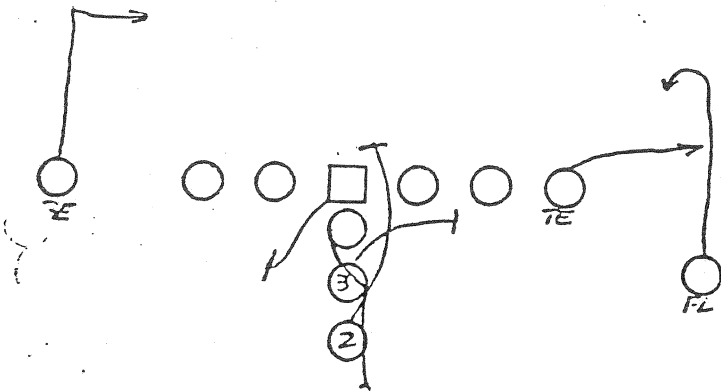


I Right 124 (I Left 145)

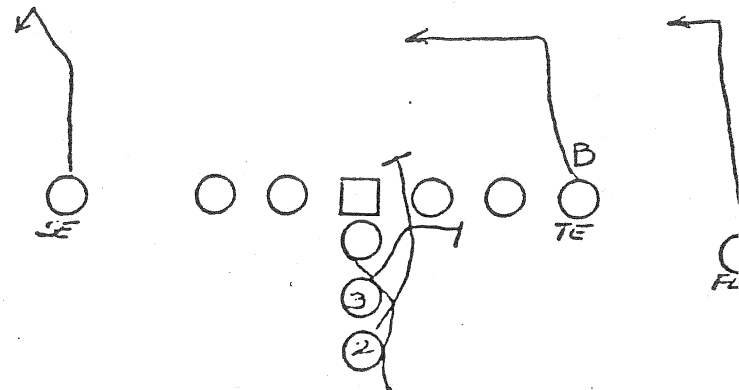
124 HOLD (TE) Comeback



124 O CURL



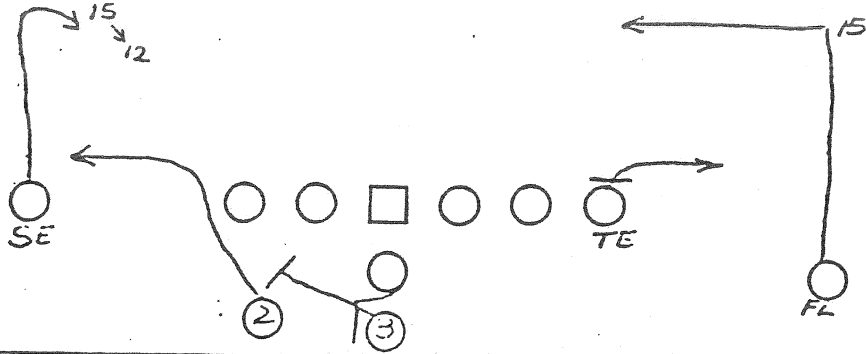
124 SE Comeback



Right 137 (individual calls) (Left - 136)

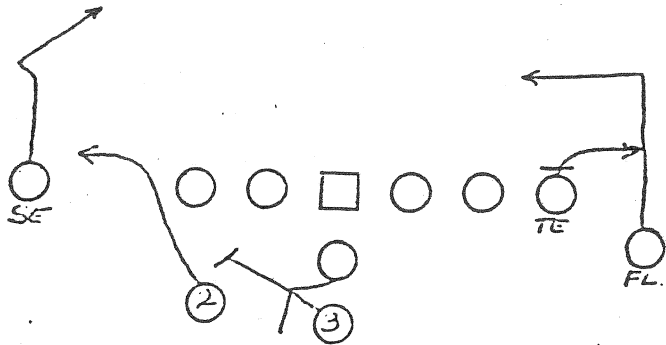
Audible 137 = (SE curl) - no individual call SE will run a curl.

Line - play pass blocking

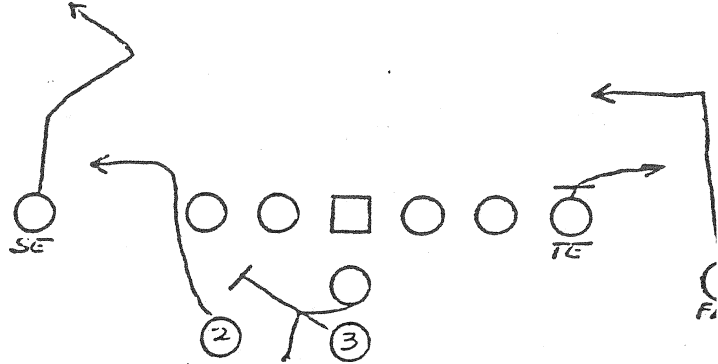


137 SE post

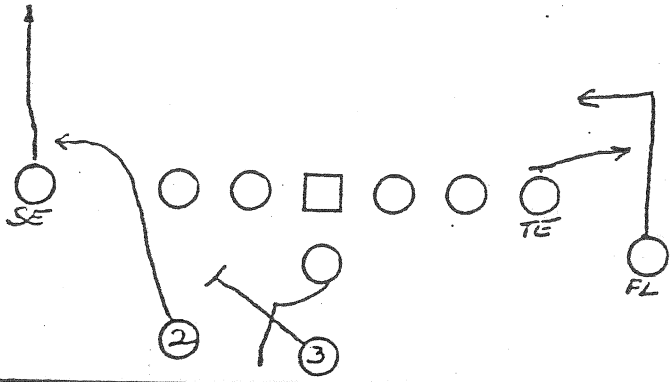
137 SE CORNER



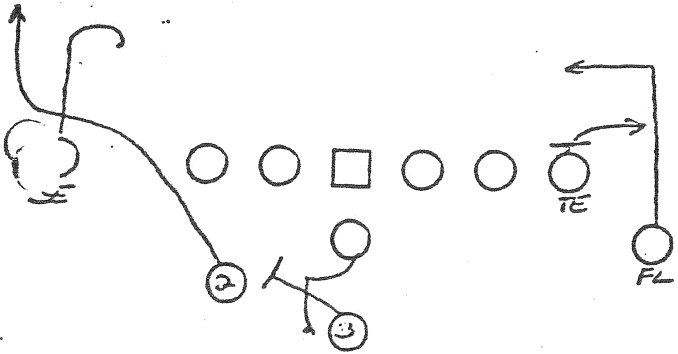
137 SE GO



137 FL GO

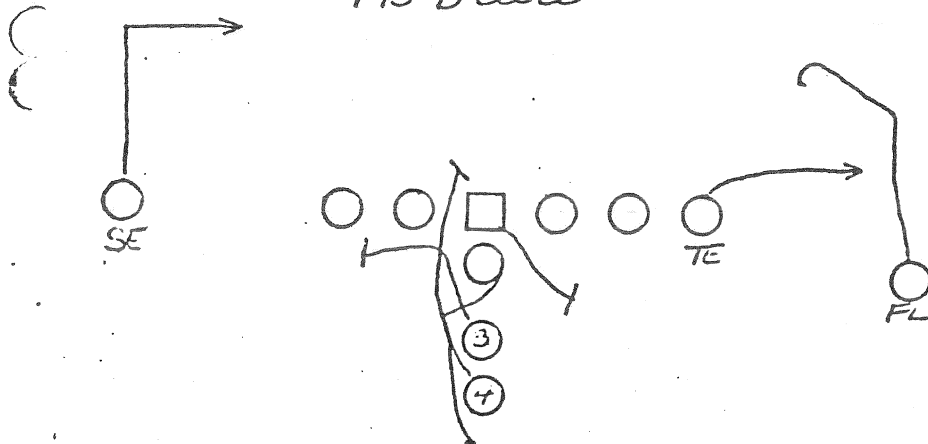


137 HB Flat Takeoff

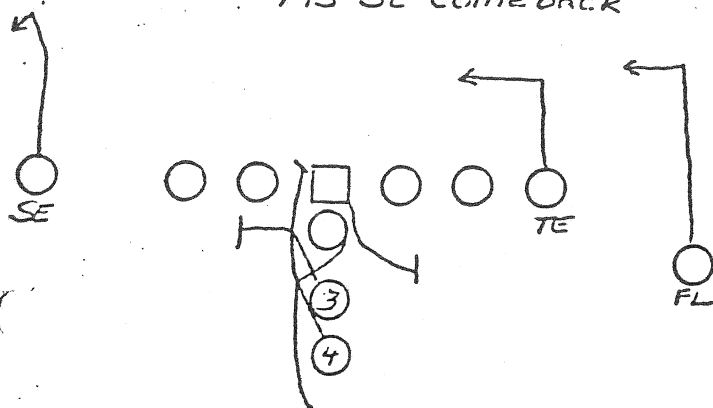


I Right 145 (I Left 124)

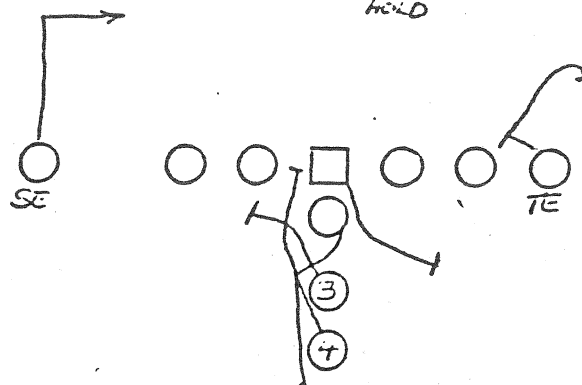
145 D curl



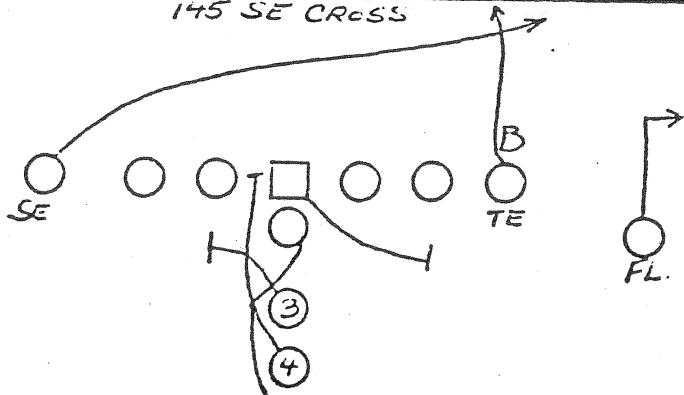
145 SE Comeback



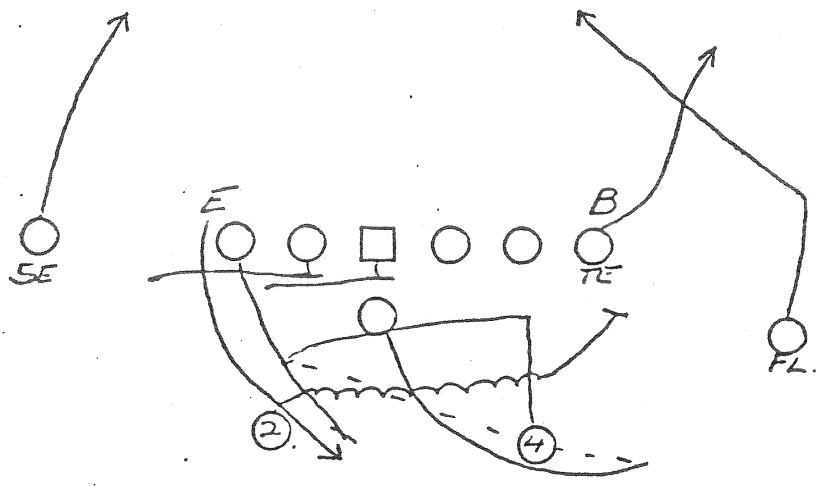
145 FL Comeback
hold



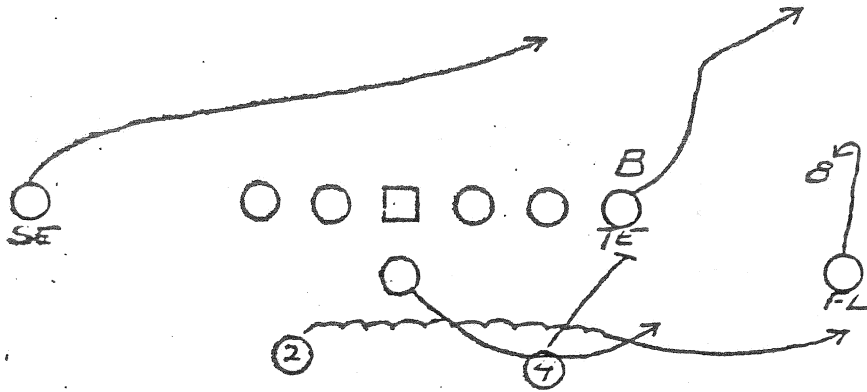
145 SE CROSS



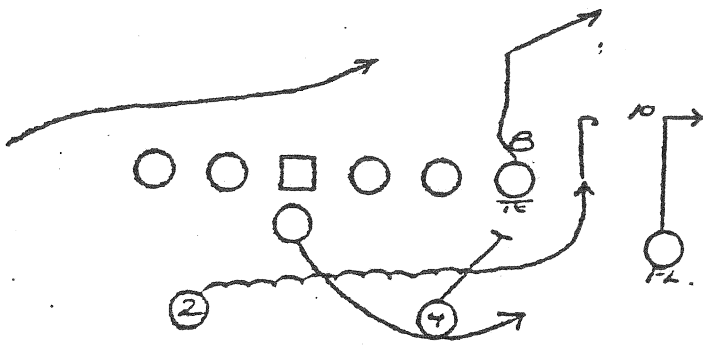
Split Right 200 Roll Rt HB mot. Rt. Scr. Mtd.
to the FB



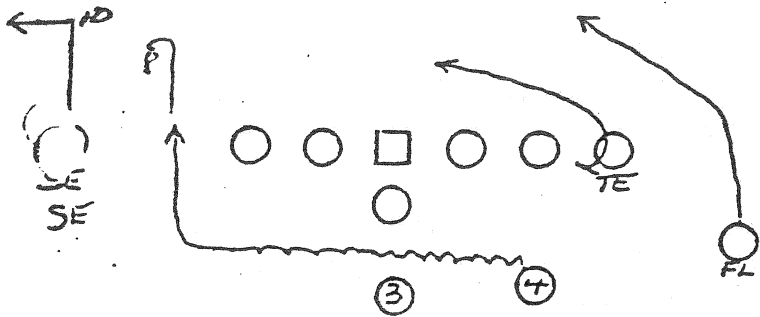
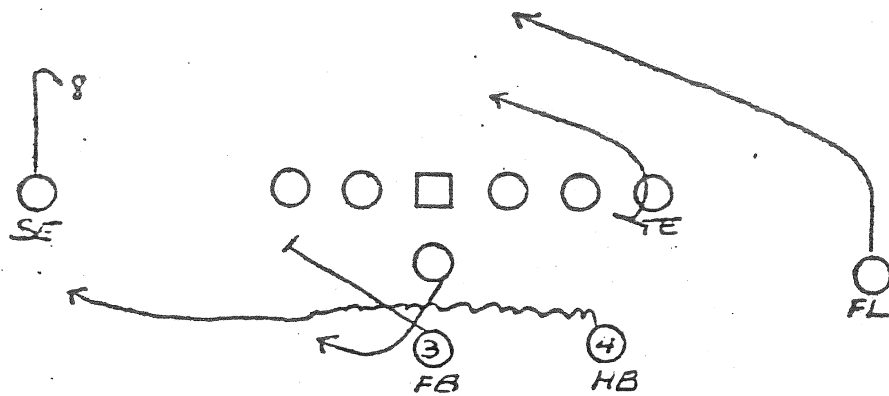
Split Right 214 Roll Right - HB motion!
(Split LT 214)



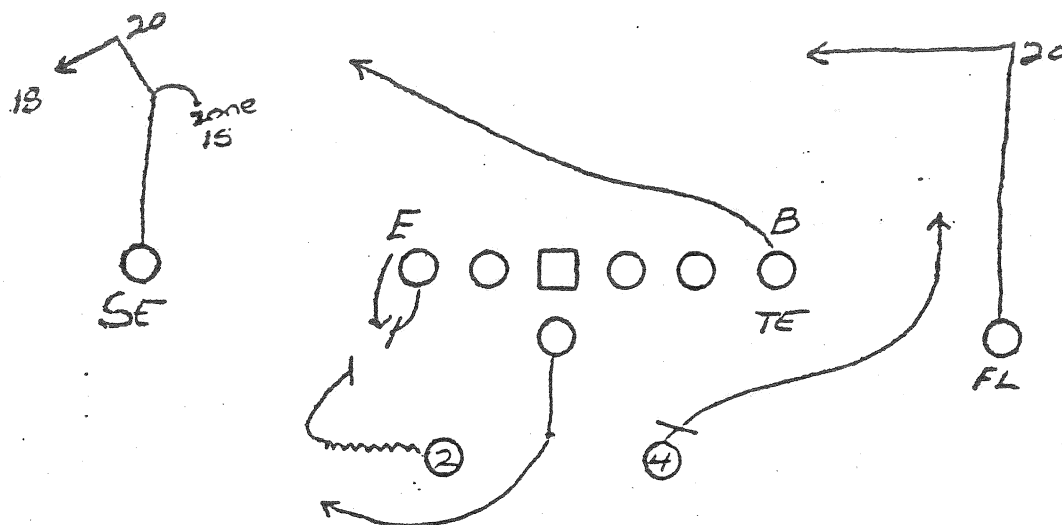
212 Roll RT. HB mot. RT.



Strong Right HB motion Lt. 215 Roll Left



RIGHT
SPLIT AREA - DROP ROLL LT (SPLIT LT. - DROP ROLL RT.)



SE - come back 20 to 18, if corner rotates up run a curl at 15 yards

TE - inside release, run a cross

FL - center at 20 yards

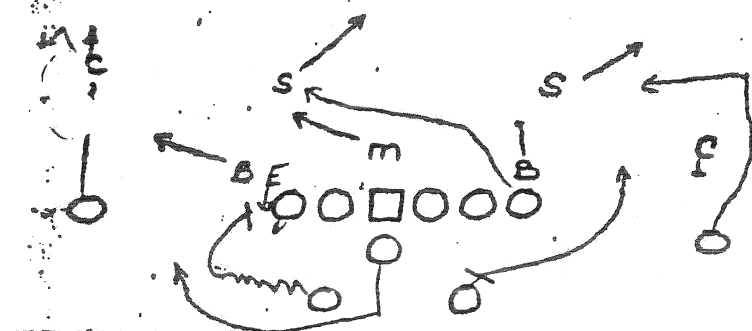
2 - motion (always to side of QB roll) If WLB comes take him - stop motion 5 yards outside of the tackle - on snap of ball come back on to defensive end (our tackle will set him up)

4 - check SLB, SS blitz, no blitz run a far

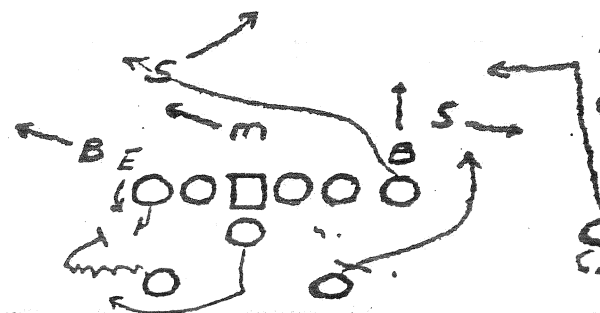
QB - if you feel a WLB blitz, check off drop 7 steps and set up, turn and roll left

* a zone pattern

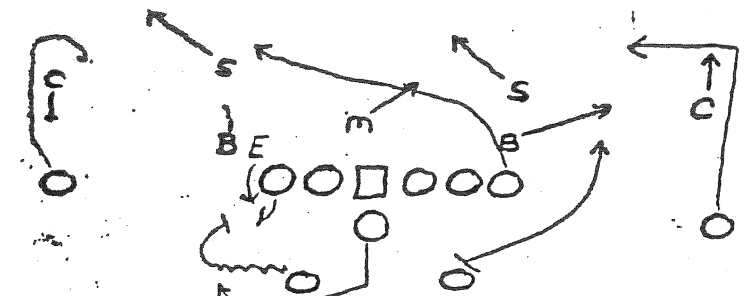
Sta Sd CB Zone - Brown 1



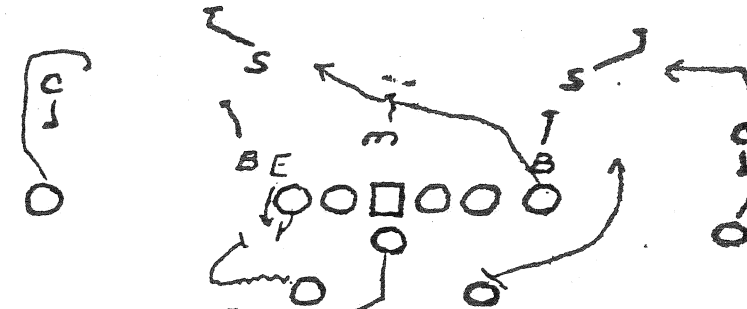
Sta Sd SS Zone - Blue 1



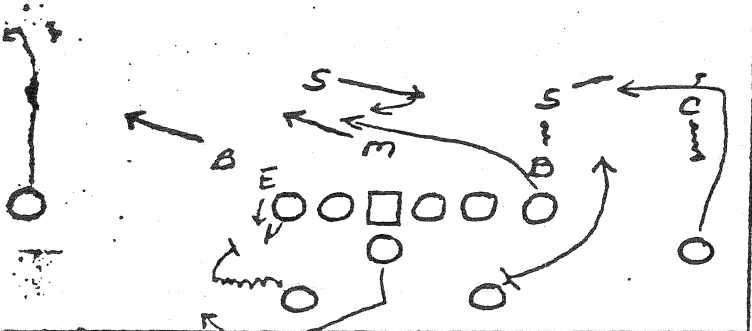
Wk Sd CB Zone - Brown 10



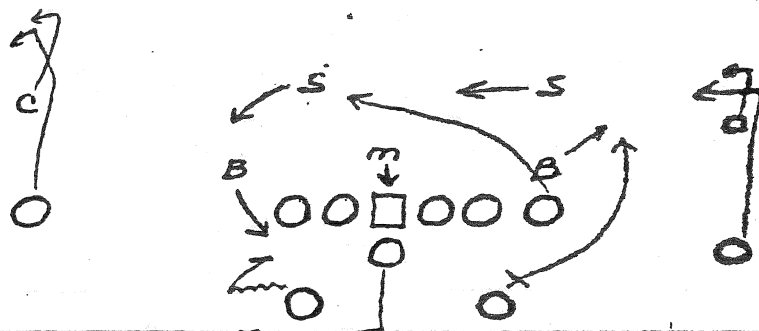
5 Sht - 2 deep - 2 kick



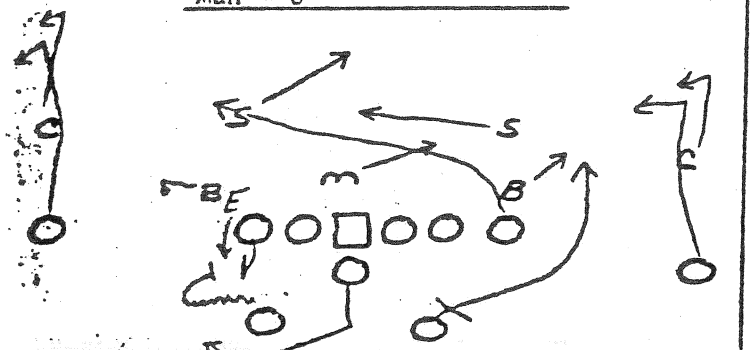
Combination - 7 Web



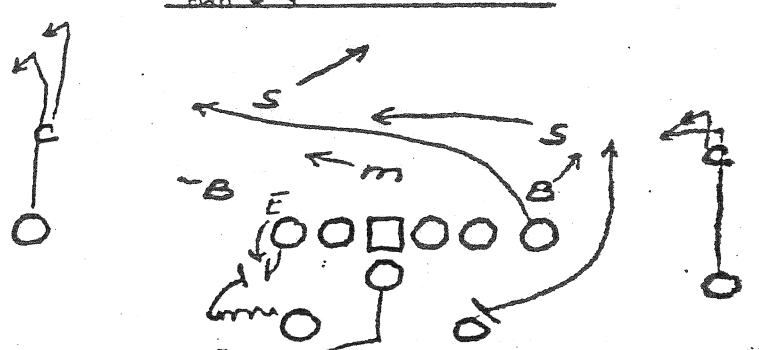
man - W - M Blitz (blast)



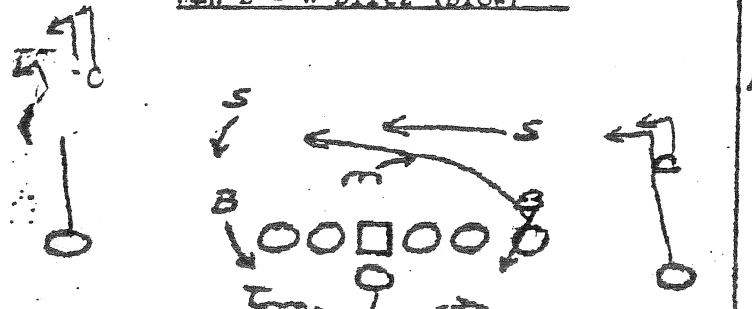
man - 6



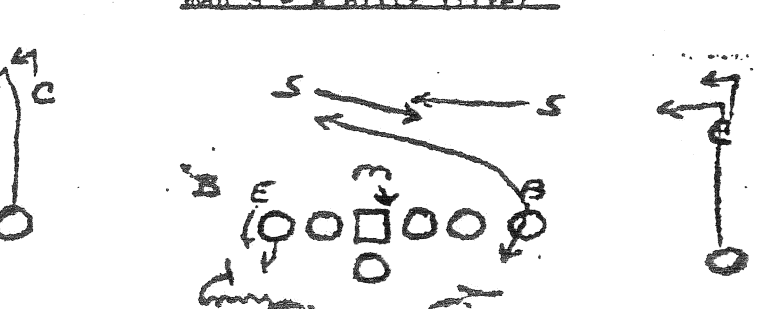
man - 3



man S - W Blitz (Blow)



man S - W Blitz (fire)

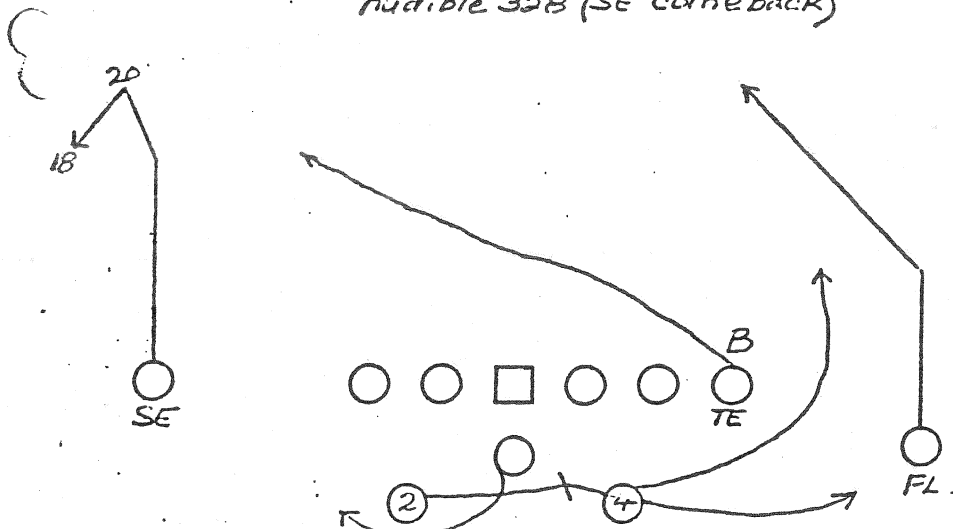


SPLIT RIGHT 3DB (Boot Left)

Split LT 349 (B. Rt)

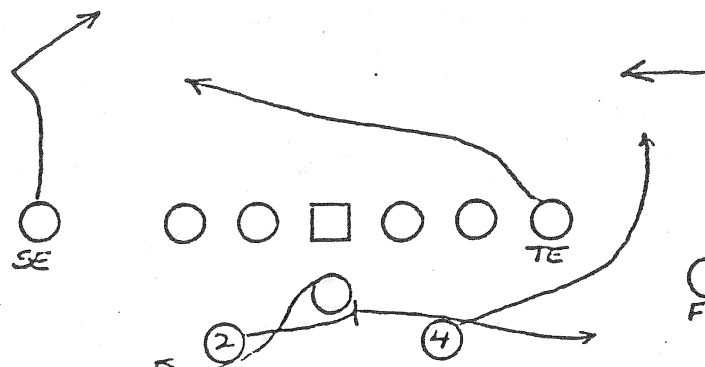
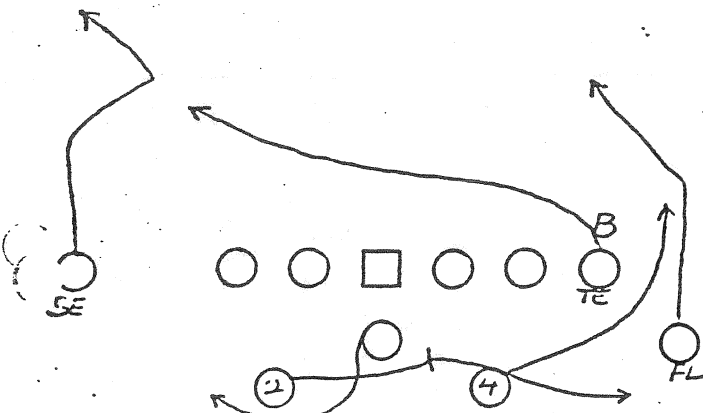
Audible 3DB (SE comeback)

Line - boot leg blocking

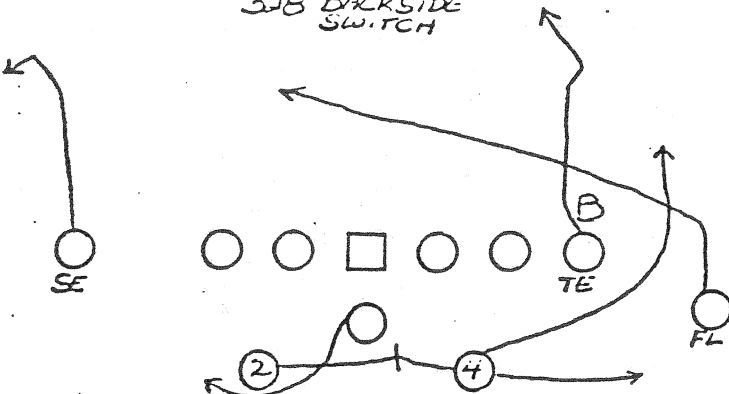


3DB SE corner

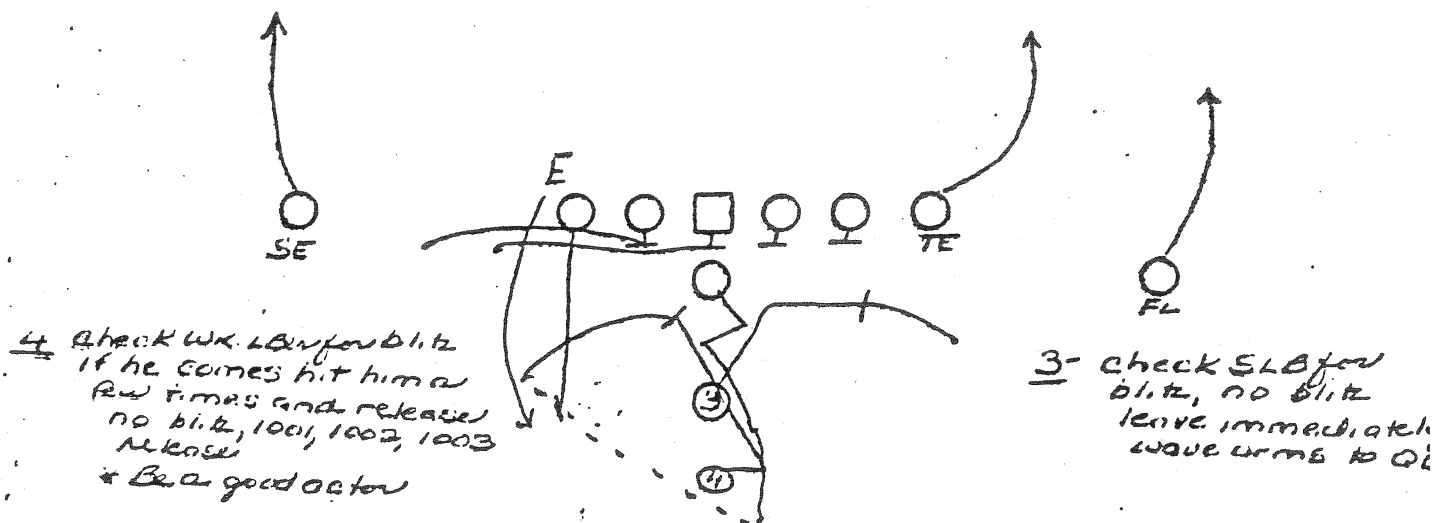
3DB SE POST (NOTE: FL. OLS AGENT)



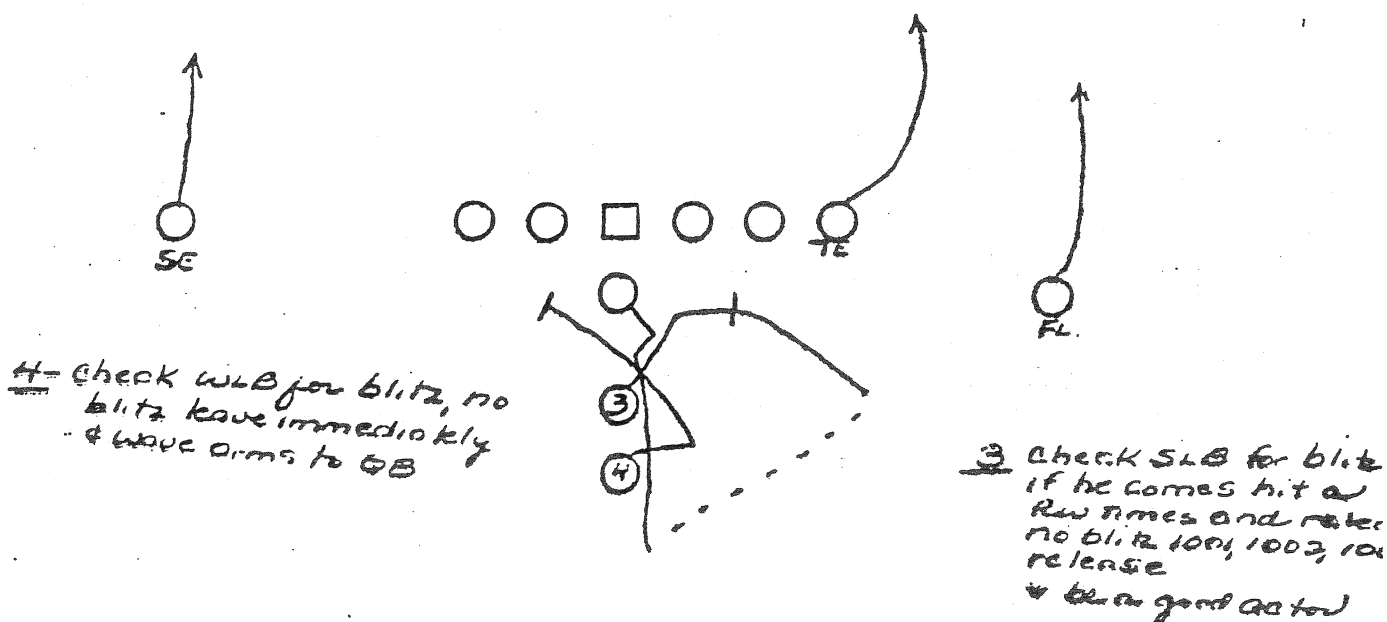
3DB BACKSIDE SWITCH



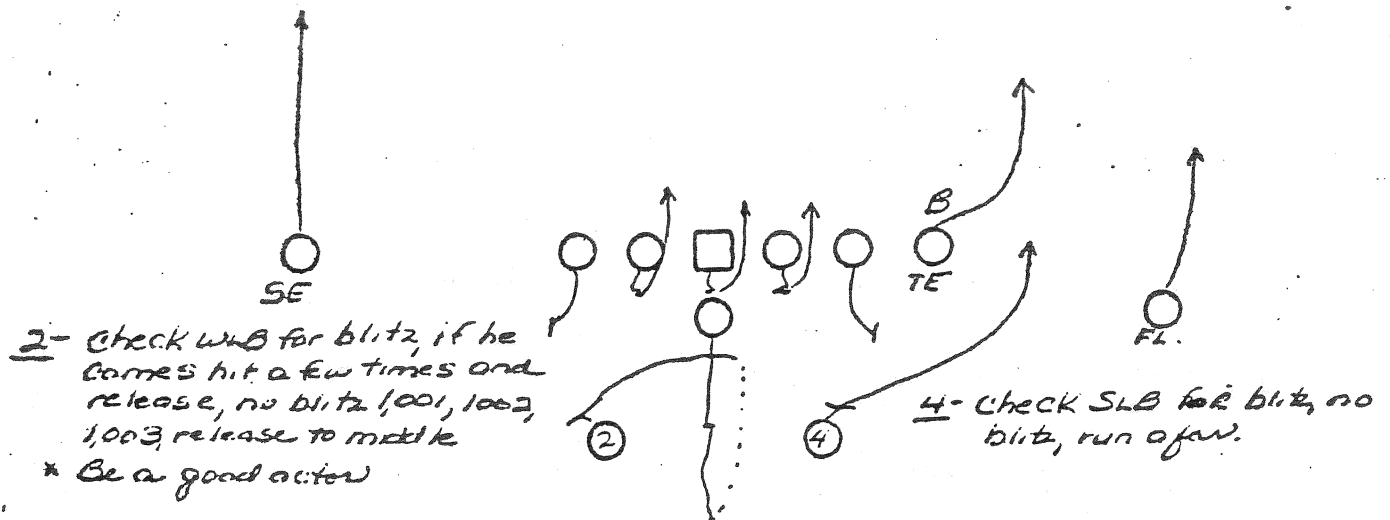
I Right 547 Counter Screen LT. (off 47 Counter trap) I LT. 526 Counter Screen RT.



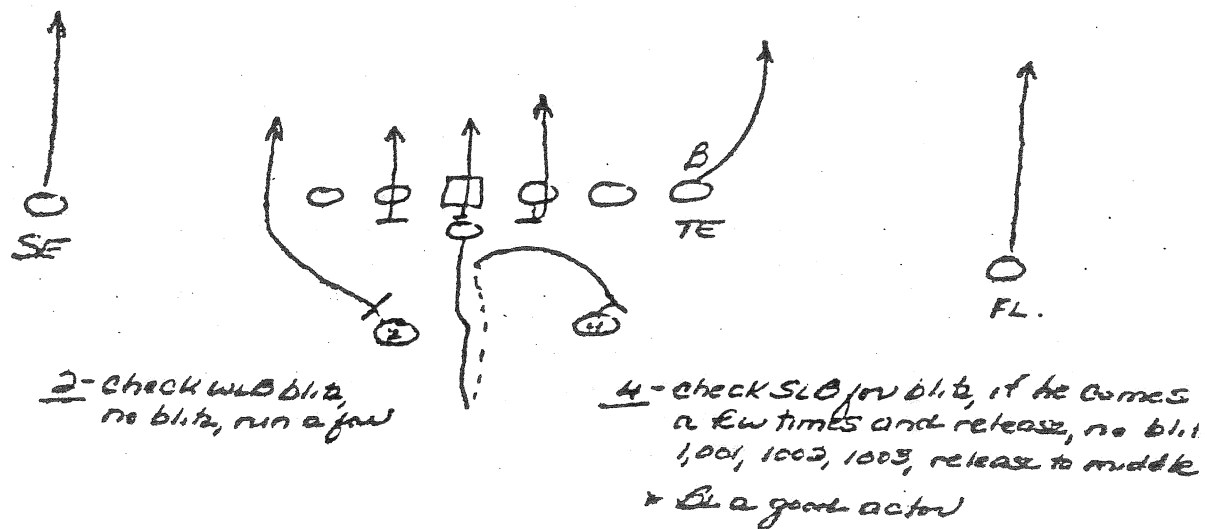
I RT. 547 Counter Screen RT. (ILT. 526 Counter Screen LT.)



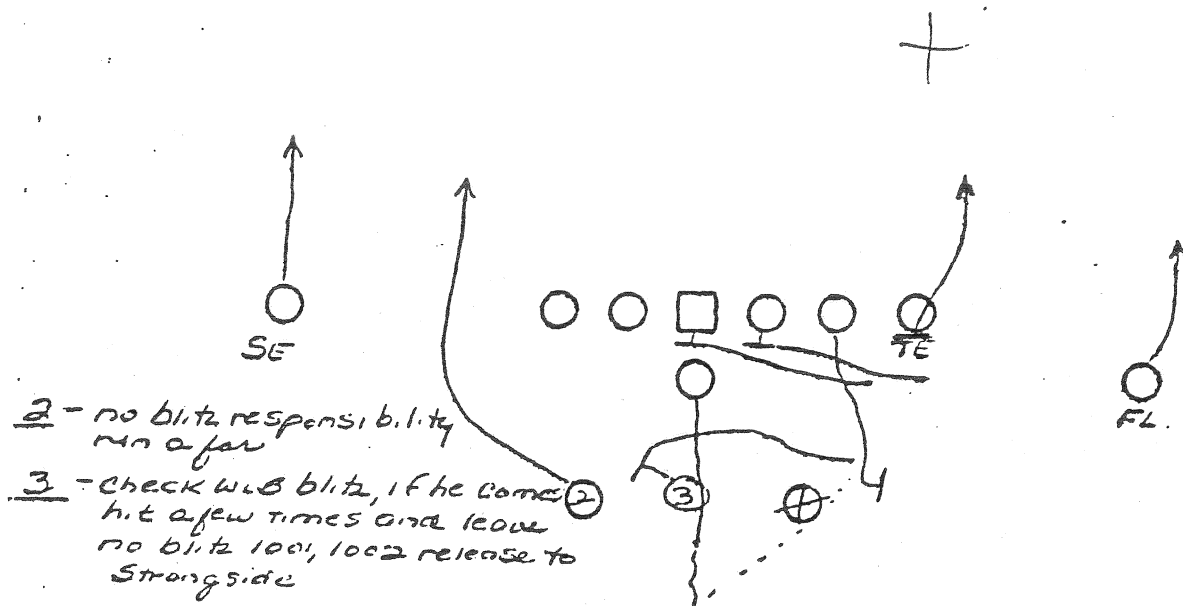
SPLIT RIGHT 569 Screen middle to the HB



SPLIT RIGHT 568 Screen middle to the FB

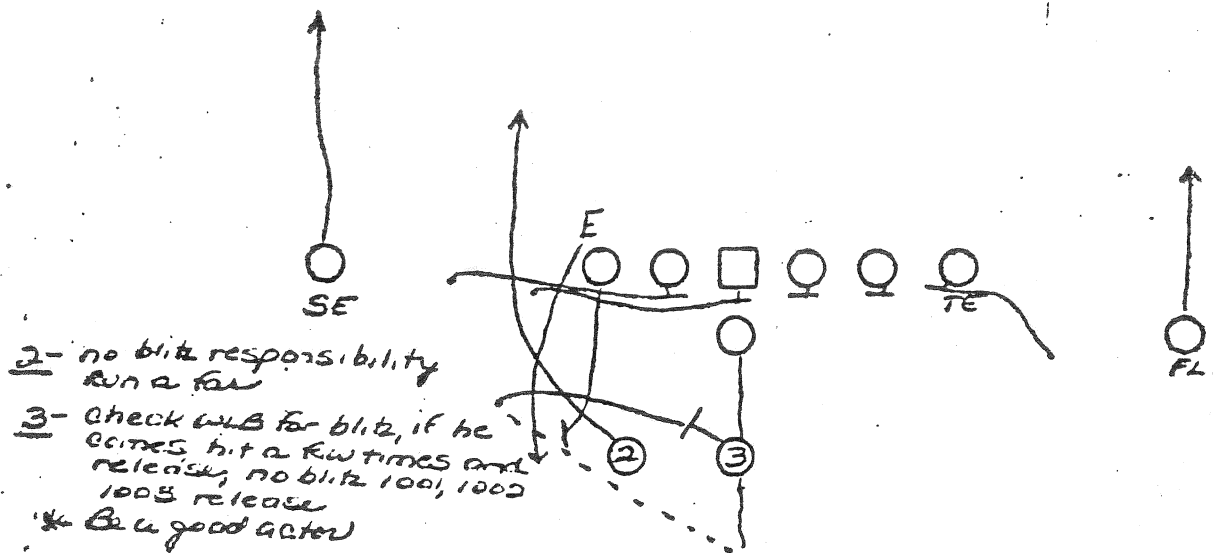


Right 589 Screen Right to the FB

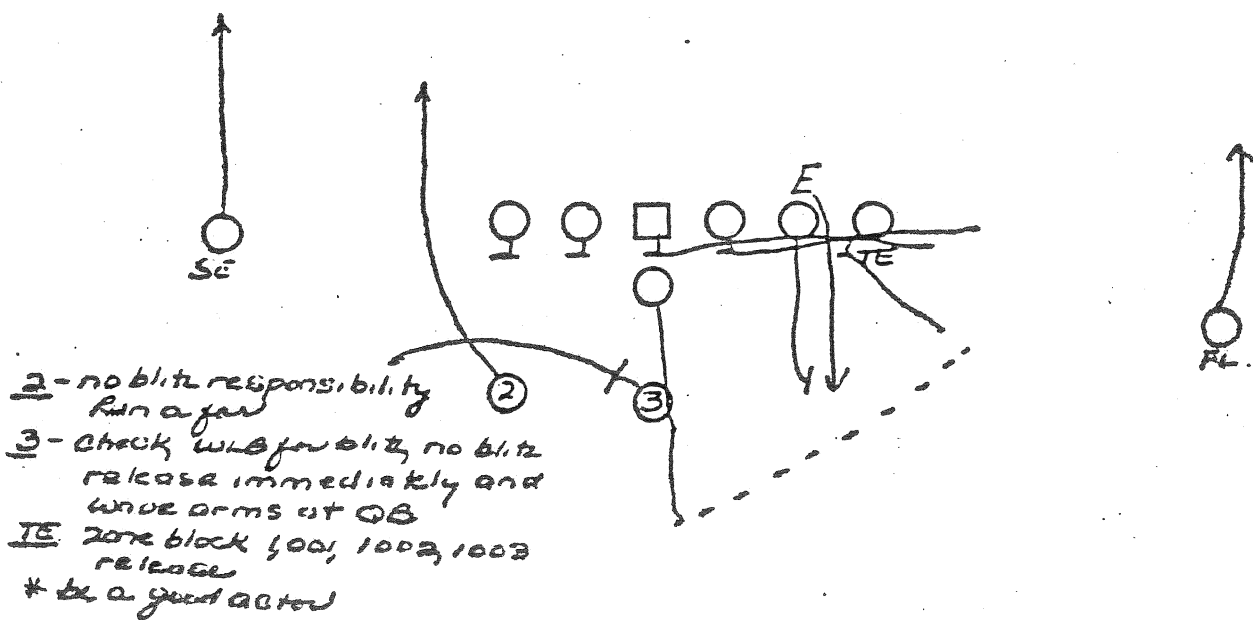


Right 589

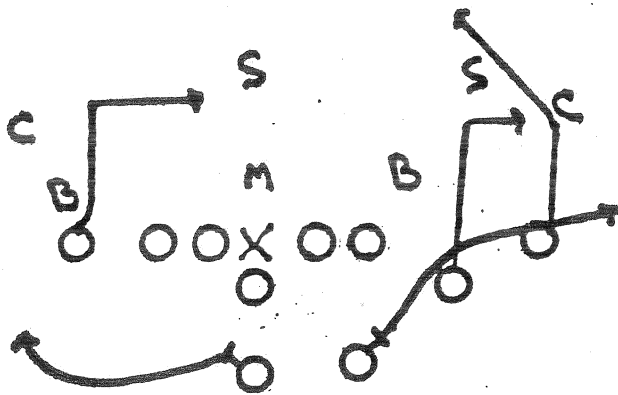
(Left 589)



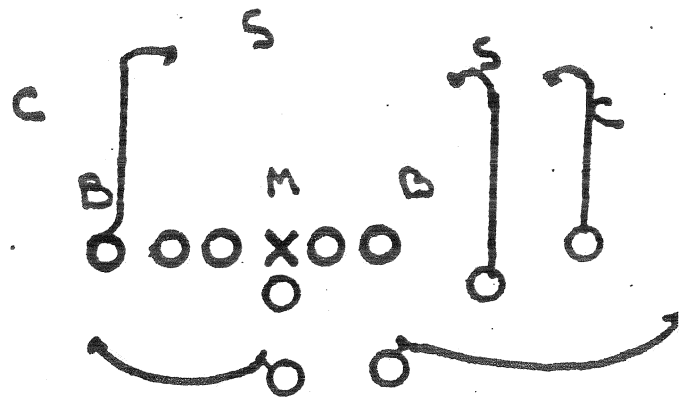
Right 589 screen RT. to the TE (LT. - 589 scr. LT. to the TE)



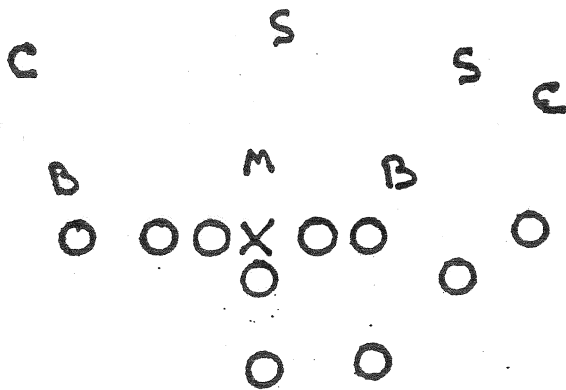
STRONG SLOT



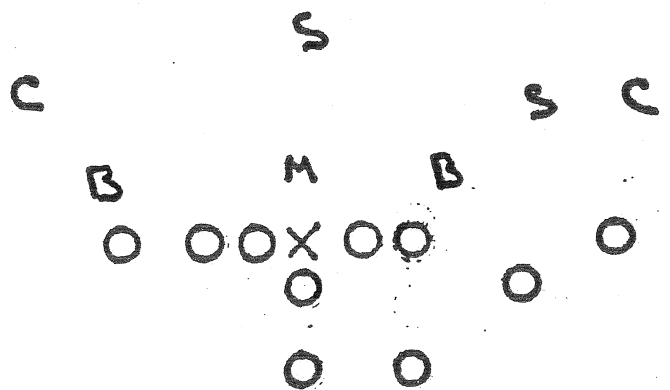
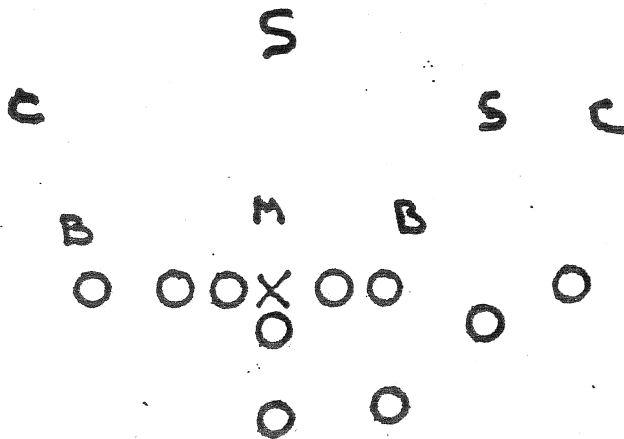
Green X Drag



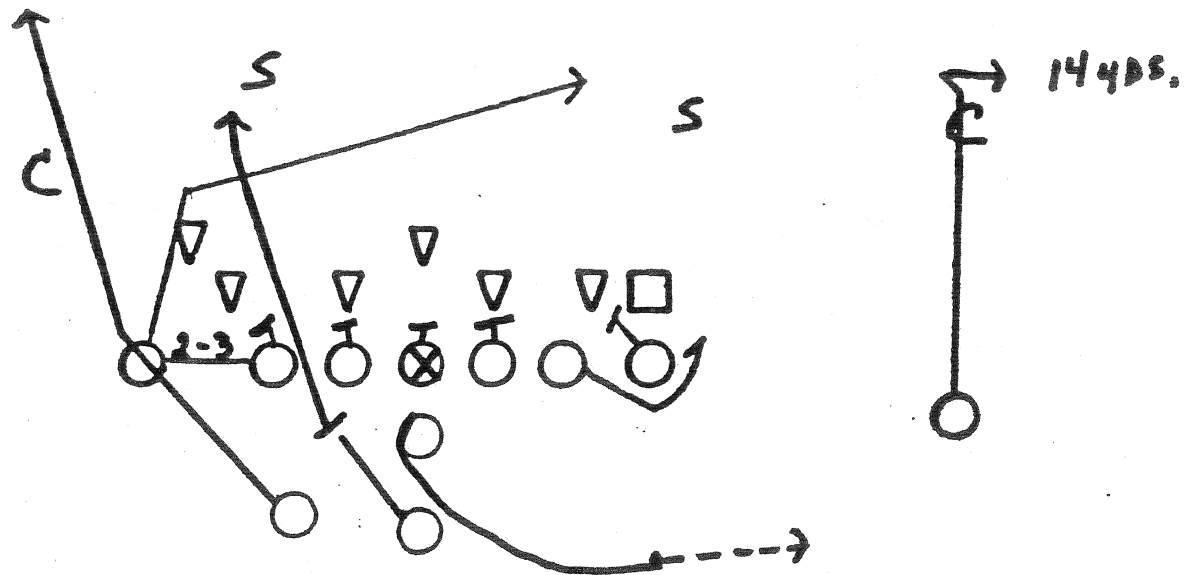
Green Turn



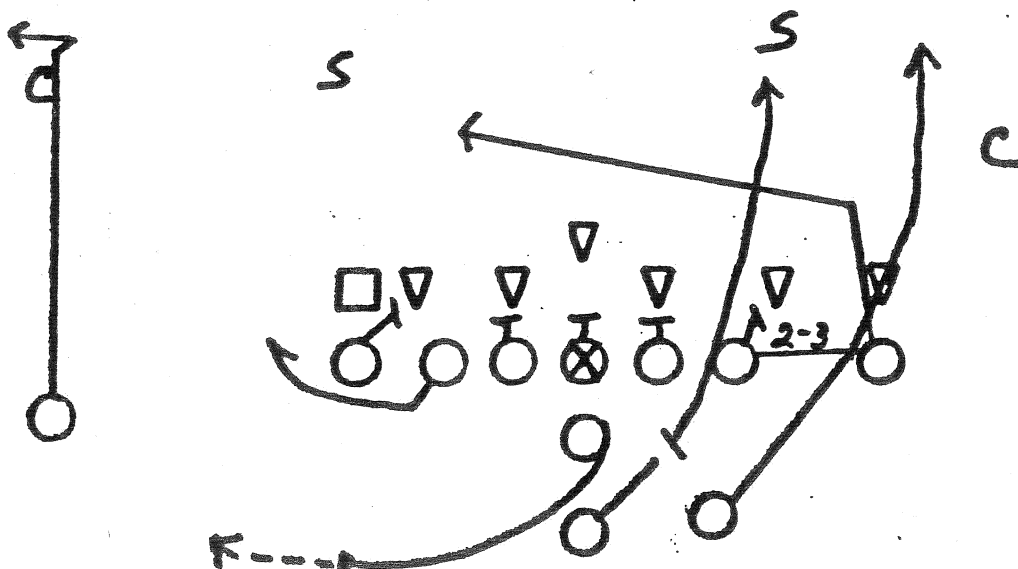
Brown Right Fan



TIGHT OPPOSITE - SPRINT OUT RIGHT



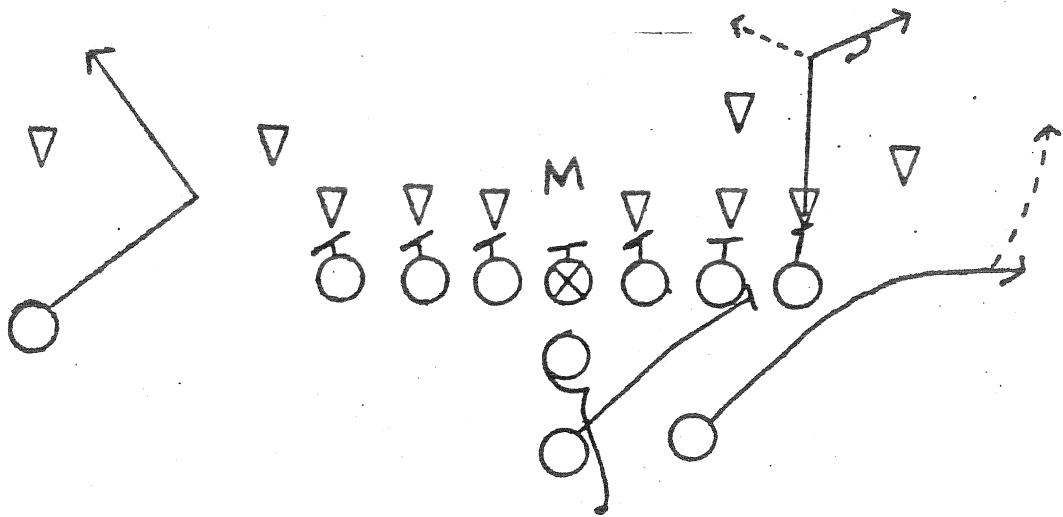
TIGHT OPPOSITE LEFT - SPRINT OUT LEFT



GOAL LINE

TIGHT OPPOSITE LEFT - PP37 - 9 SHORT CORNER

1 Aug, 1967



ON T - Aggressive block DE.

ON G - Aggressive block DT.

C - Check MLB. Stay in middle.

OFF G - Aggressive block DT.

OFF T - Aggressive block DE.

X - Block linebacker.

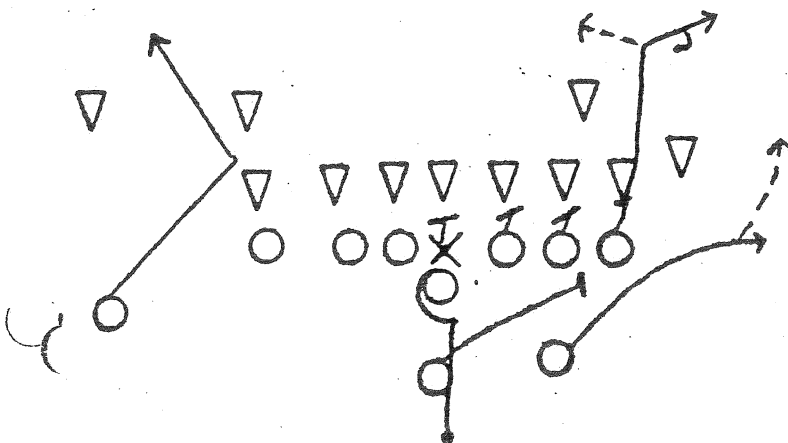
8 - Run pattern short corner.

9 - Run pattern called. (Short Post - Turn Corner)

2 - Short corner called - run flat. (On short post or corner curl - run flat & go.)

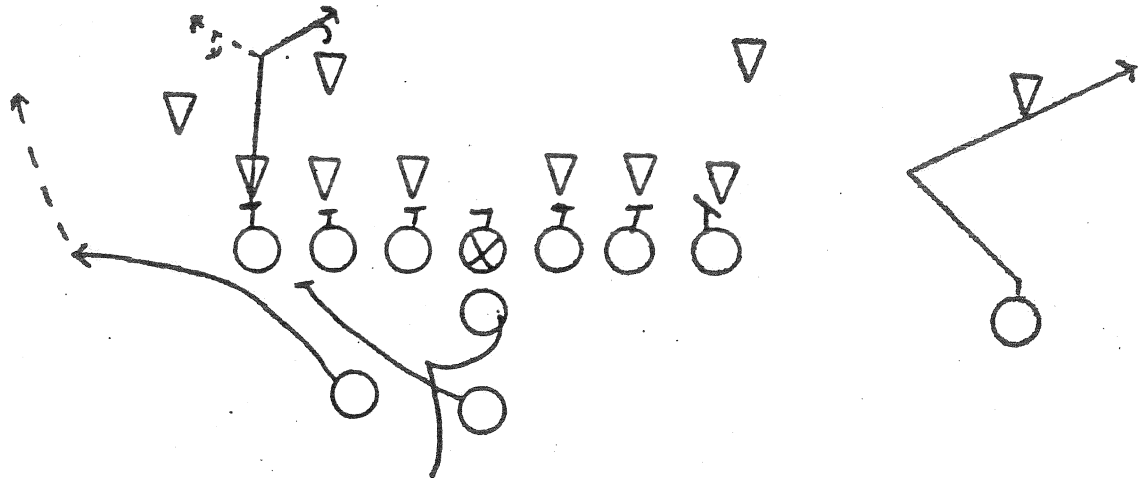
3 - Fake 37 - Block weak LB'er.

QB - Fake 37 - Drop, look to 9 first - then 2.



GOAL LINE

TIGHT OPPOSITE RIGHT - FP36 - 8 SHORT CORNER



ON T - Aggressive block DE.

ON G - Aggressive block DT.

C - Check MLB. Stay in middle.

OFF G - Aggressive block DT.

OFF T - Aggressive block DE.

X - Block linebacker.

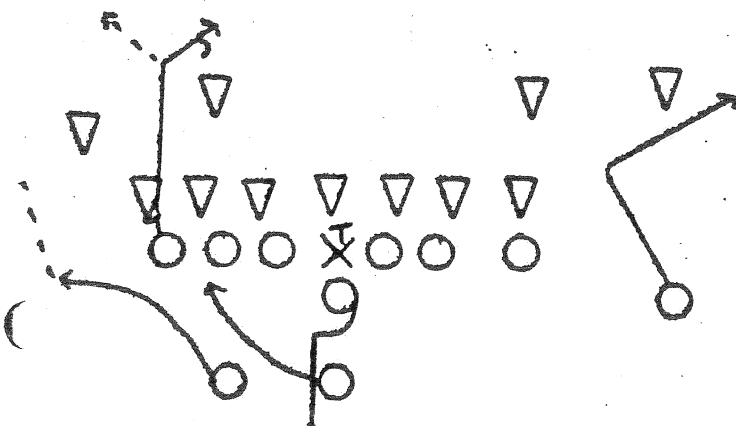
8 - Run pattern called. (Short Post - Turn Corner)

9 - Run pattern short corner.

4 - Short corner called - run flat. (On short post or corner curl - run flat & go.)

3 - Fake 36 - Block weak LB'er.

QB - Fake 36 - Drop, look to 8 first - then 4.



11 Aug, '67

8 - Block linebacker.

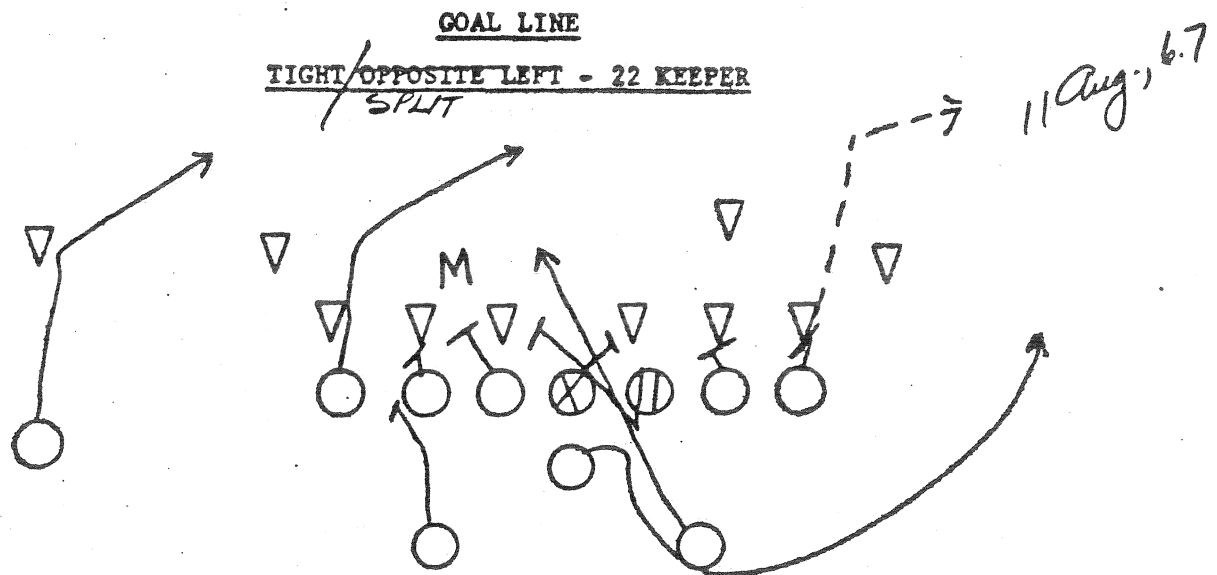
9 - Run short post pattern.

4 - Fake 47 - block strong linebacker.

3 - Drive at outside leg of ON T - escape
Inside of linebacker - run flat.

QB - Fake 47 - favor strong side - hit
3 on flat.

The diagram illustrates a complex network or process flow. It features several nodes represented by circles, triangles, and crosses, interconnected by directed edges (arrows). The flow starts from a circle at the bottom left, moves through various nodes, and branches out towards the top right. Some nodes are marked with male symbols (♂), suggesting specific types of entities or states. The overall structure suggests a hierarchical or sequential process.



ON T - Block DE - take him in.

ON G - Pull and trap 1st defender beyond center.

C - Block back - Block it "Straight" on odd defenses.

OFF G - Block DT.

OFF T - Block DE.

X - Slam LB'er, run pattern.

8 - Run short post pattern.

9 - Slam LB'er, run pattern.

2 - Run 22 trap - run hard.

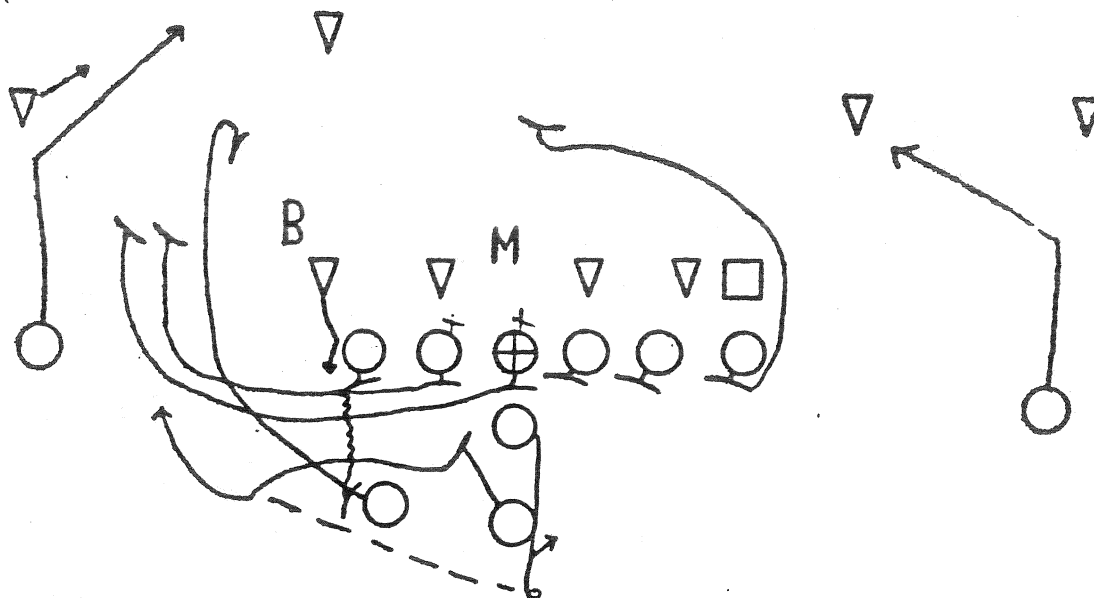
3 - Fake dive in 4 hole.

QB - Good fake to #2 - hide ball and roll to weak side run or pass to #9.

4-3
7-24

to the other side → Opp. Lt. Brown Pt. 3-screen Pt

OPPOSITE RIGHT - BROWN LEFT - 3 SCREEN LEFT



ON T - Set as in regular pass protection - give ground quickly and make DE penetrate and think he is beating you. Stay with him all the way.

ON G - Set as in regular pass protection - block DT for 1001-1002-1003 and then release and block 1st man in screen area. Do not release across the defensive man's face.

C - Set as in regular pass protection - Block for 1001-1002-1003 and then release and block in screen area.

OFF G - Regular pass protection - stay with man all the way.

OFF T - Regular pass protection - stay with man all the way.

X - Set and take SLB if he blitzes - No blitz release and block downfield.

4 - Swing pattern ¹⁰⁻¹² yards downfield - block. *Then be ready to block primarily the middle line backer.*

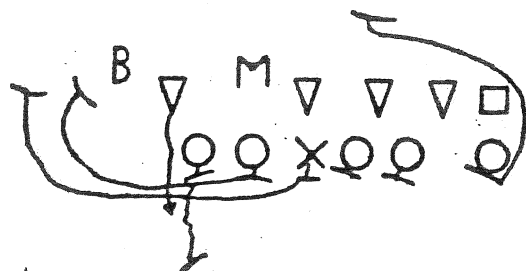
3 - Screen off blitzing LB - No blitz, hold for 1001-1002-1003 and release to receive ball.

8 - Run short post - Block.

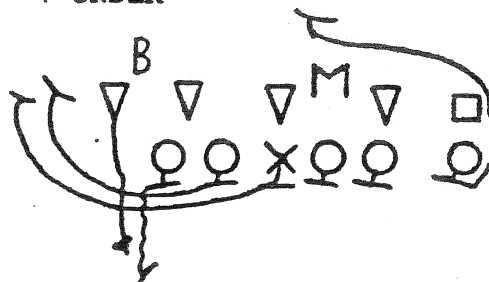
9 - Run short post - be ready to block for cut back.

QB - Retreat as if regular pass - set up at seven yards. Look strong side - drop back and hit 3.

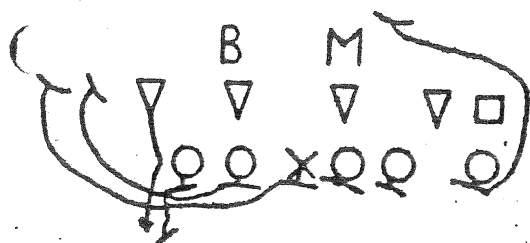
4-OVER



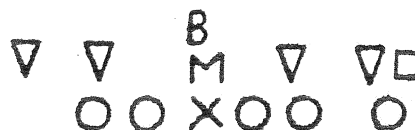
4-UNDER



4-4

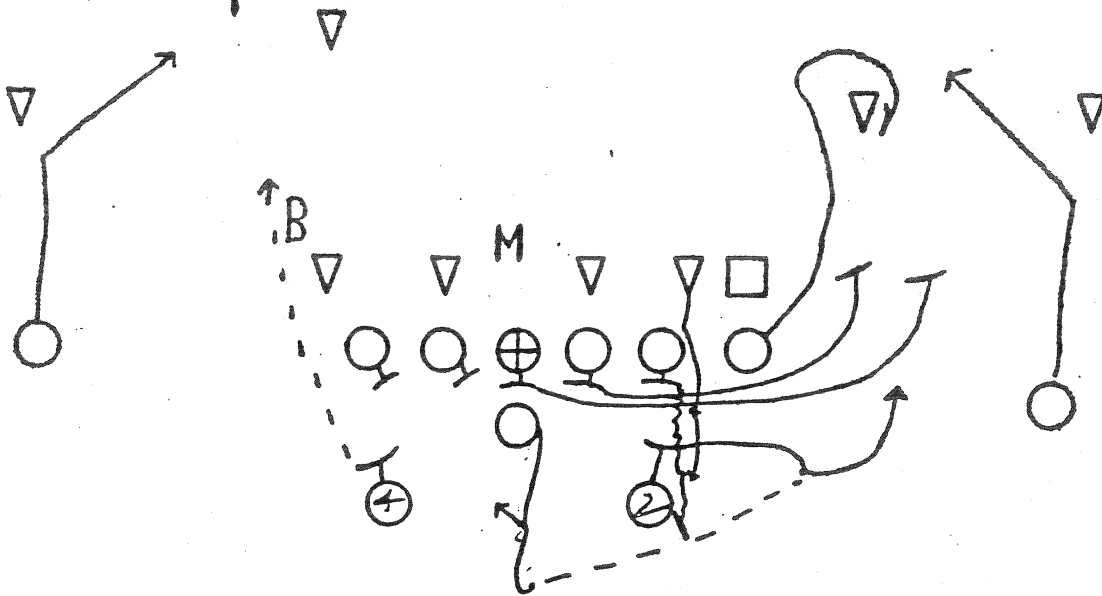


5-1



4-3

SPLIT RIGHT - GREEN - 2 SCREEN RIGHT



ON T - Set as in regular pass protection - give ground quickly and make DE penetrate and think he is beating you. Stay with him all the way.

ON G - Set as in regular pass protection - block DT for 1001-1002-1003 and then release and block 1st man in screen area. Do not release across the defensive man's face.

C - Set as in regular pass protection - block for 1001-1002-1003 and then release and block in screen area.

OFF G - Regular pass protection - stay with man all the way.

OFF T - Regular pass protection - stay with man all the way.

X - Release outside - drive strong safety deep and in - block.

4 - Flare pattern 6-7 yards downfield - block.

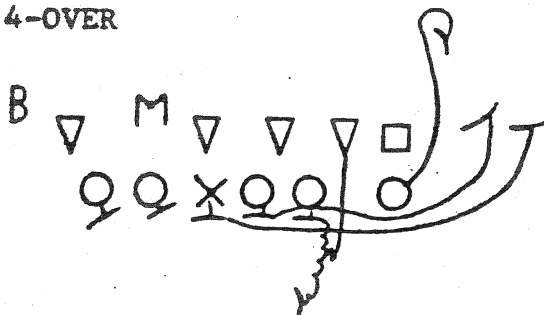
2 - Screen off blitzing LB - No blitz, hold for 1001-1002-1003 and release to receive ball.

8 - Run short post - be ready to block for cut back.

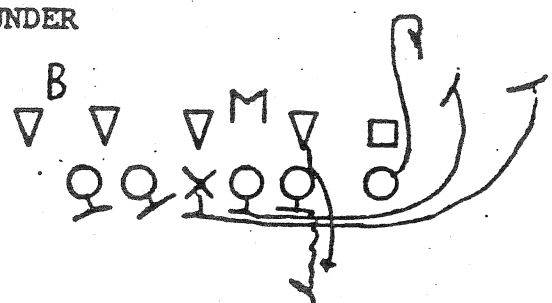
9 - Run short post - Block.

QB - Retreat as if regular pass - set up at seven yards. Look weak side - drop back and hit 2.

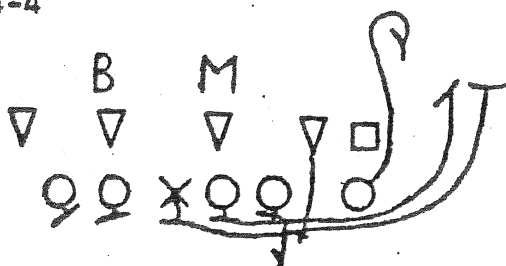
4-OVER



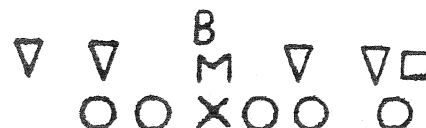
4-UNDER



4-4

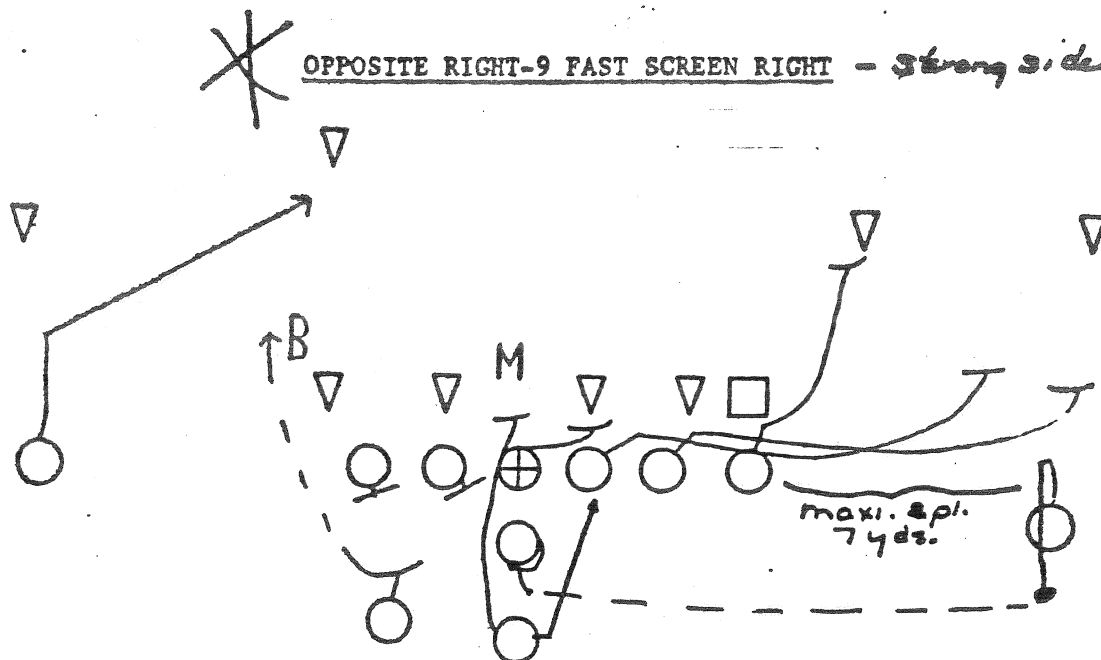


5-1



4-3

OPPOSITE RIGHT-9 FAST SCREEN RIGHT - *Strong side*



ON T - Explode into DE, release and go flat down the line - block 1st defender in the area.

ON G - Set to ON GAP - release flat down line and block.

C - Block onside on even defenses - Rosemap on odd.

OFF G - Set - Block DT.

OFF T - Set - Block DE.

X - Slam - Release outside and block strong safety.

9 - Take step downfield and come back - Receive ball and break off tackles block.

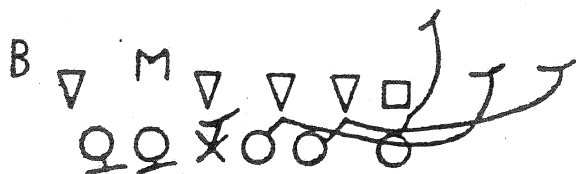
** take 2 quick running steps*
8 - Run short post pattern.

HB - Block weak LB if he blitzes - No blitz - flare.

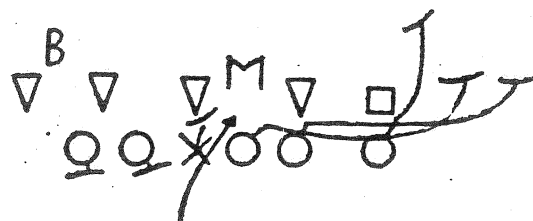
FB - Fake 33 draw trap and block MLB if he shows in middle. *fake 34 Draw*

QB - Fake 33 draw - hit 9 quickly.

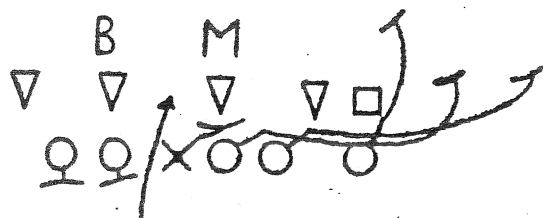
4-OVER



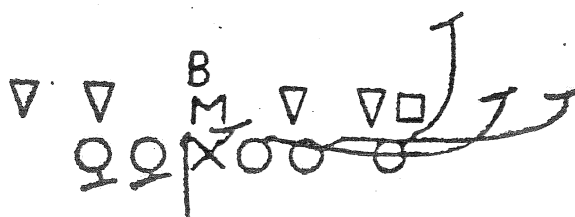
4-UNDER

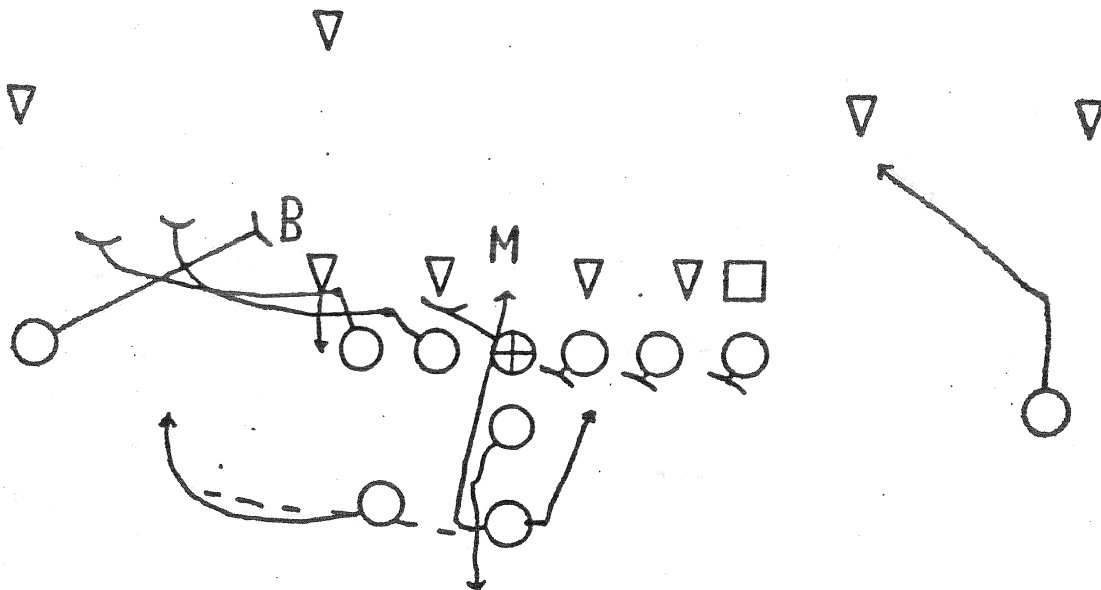


4-4



5-1





ON T - Explode into DE - release inside, go flat down the line - block 1st defender in the area.

ON G - Set to ON GAP - check weak LB - release flat down line - block.

C - Block onside on even defenses - noseman on odd.

OFF G - Set - Block DT.

OFF T - Set - Block DE.

X - Slow block.

9 - Run short post pattern.

8 - Crack back on weak linebacker.

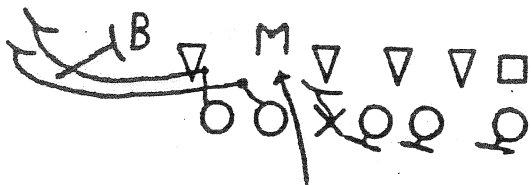
HB - Divide - catch pass and run to daylight.

FB - Fake 33 draw trap and block MLB if he shows in middle.

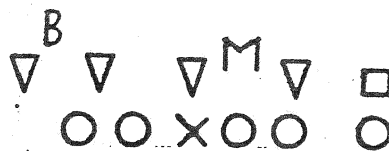
fake 34 draw

QB - Fake 33 draw - hit HB quickly on divide.

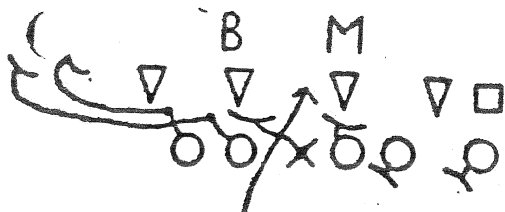
4-OVER



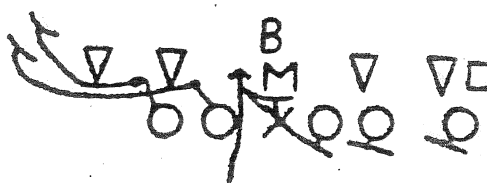
4-UNDER



4-4



5-1



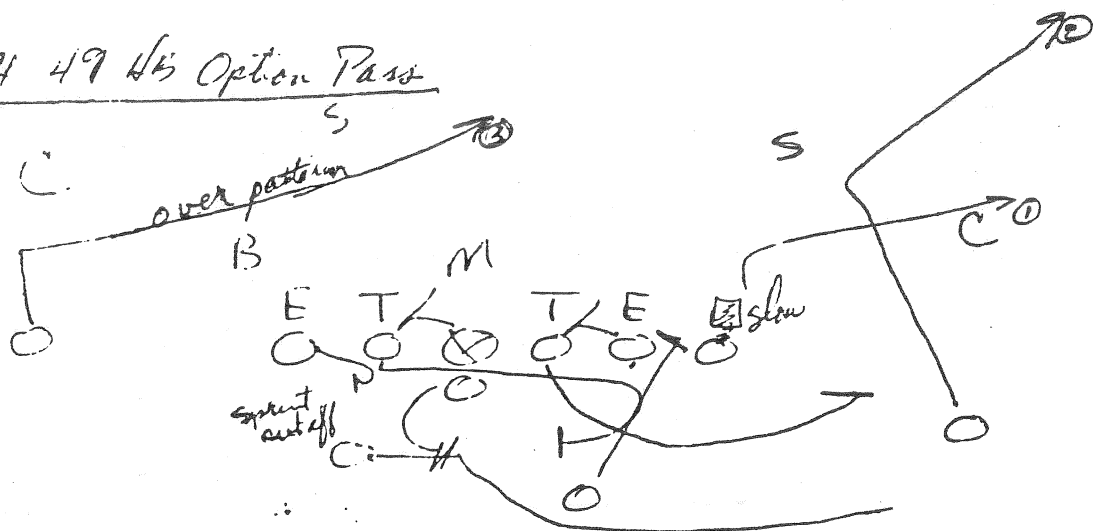
St. Louis

~~30 C~~

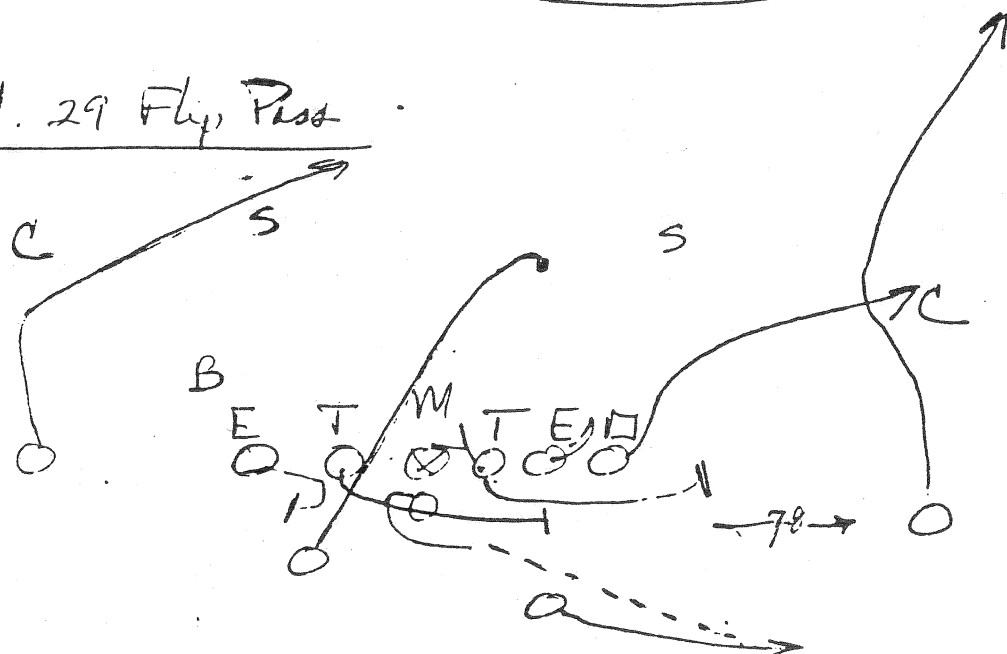
1 September, 1967

5

Sp Bl 49 45 Option Pass



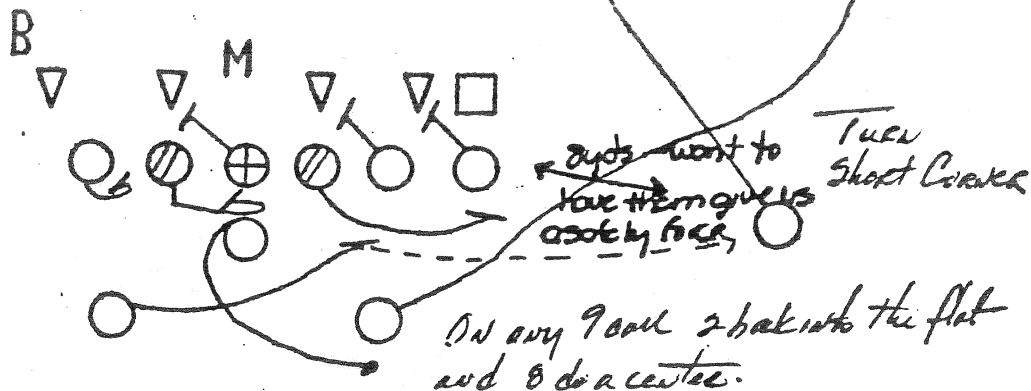
Sp Bl. 29 Fly Pass



4-3

*** SPLIT RIGHT-PLAY PASS 49**
Play off 49 I.G.O.

August 30, 1967



ON T - Block down.

ON G - Pull and block strong LB'er.

C - Block back on 4-3. Onside on 4-4 and noseman on odd defenses.

OFF G - Pull and pick keying MLB.

OFF T - Pull and sift.

X - Block down.

8 - Occupy

9 - Fake block on strong safety - sprint for open field. - fake a crack back on safety

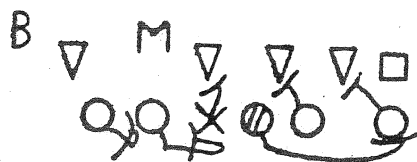
2 - Fake "I" maneuver - sprint as on arrow.

4 - Fake taking ball - look to block MLB in 5 area - release to flat.

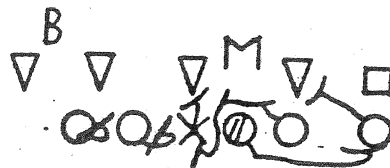
QB - Fake ⁴⁹ IGO - roll to 5 area - look for 9 - 2.

If free safety is aggressive & likes to come up this is a good play.

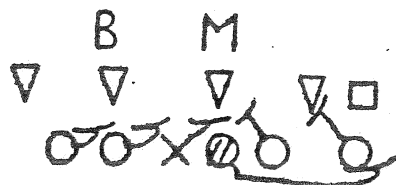
4-OVER



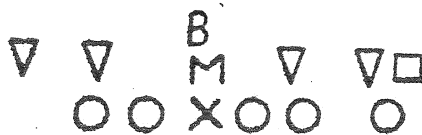
4-UNDER



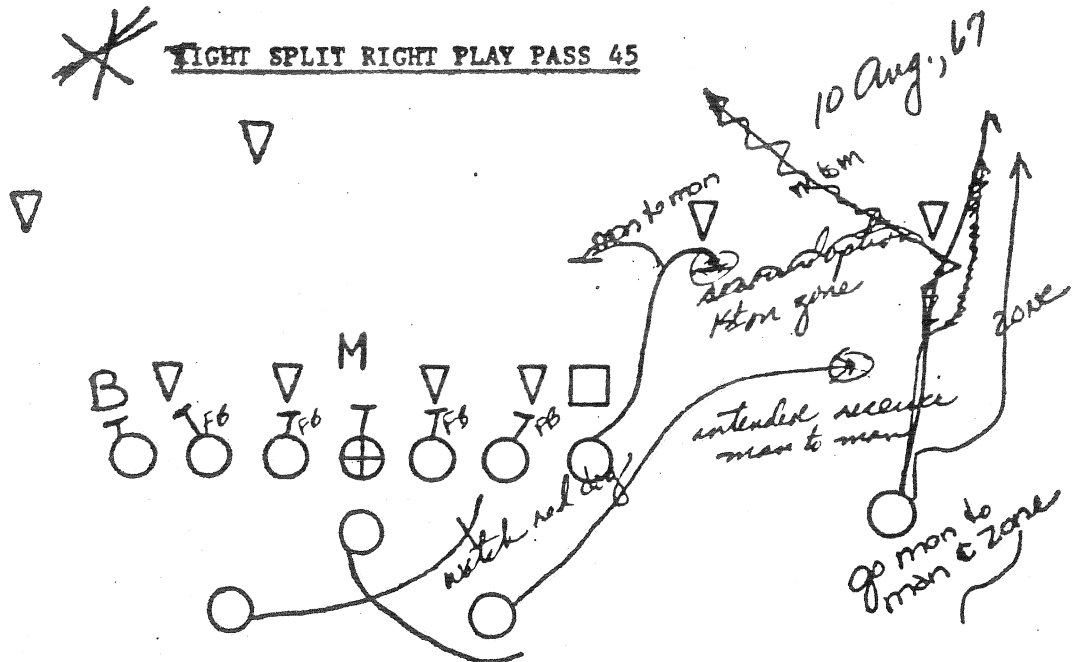
4-4



5-1



TIGHT SPLIT RIGHT PLAY PASS 45



ON T - Aggressive blocking - stay between defensive man and passer.

ON G - Aggressive blocking - stay between defensive man and passer.

C - Aggressive blocking - stay between defensive man and passer.

OFF G - Aggressive blocking - stay between defensive man and passer.

OFF T - Aggressive blocking - stay between defensive man and passer.

X - Release outside shield LB'er

run stop pattern. - if man to man coverage will turn to inside will not be receiver will just hold man.

8 - Aggressive blocking - stay between defensive man and passer.

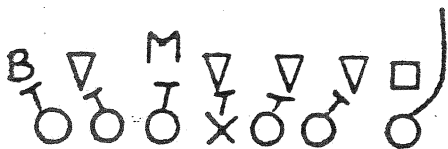
9 - Run go pattern on single coverage. Release outside on regular Zone. Look for ball in dead area.

2 - Run flat pattern look for ball quickly over outside shoulder.

4 - Fake 45 trap, block 5 hole area.

QB - Reverse fake to 45, trap.

4-OVER



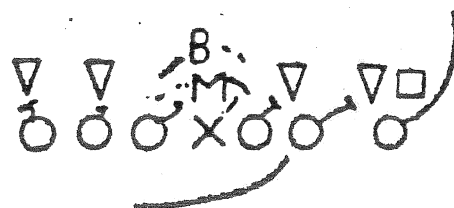
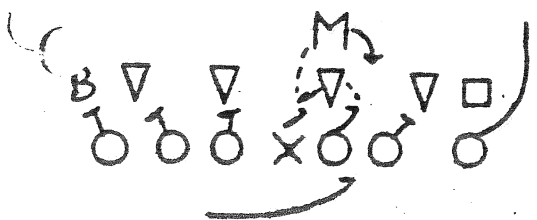
man to man - Go to 2
Zone - go to X running stop

4-4

4-UNDER



5-1



4-3 X 7-20

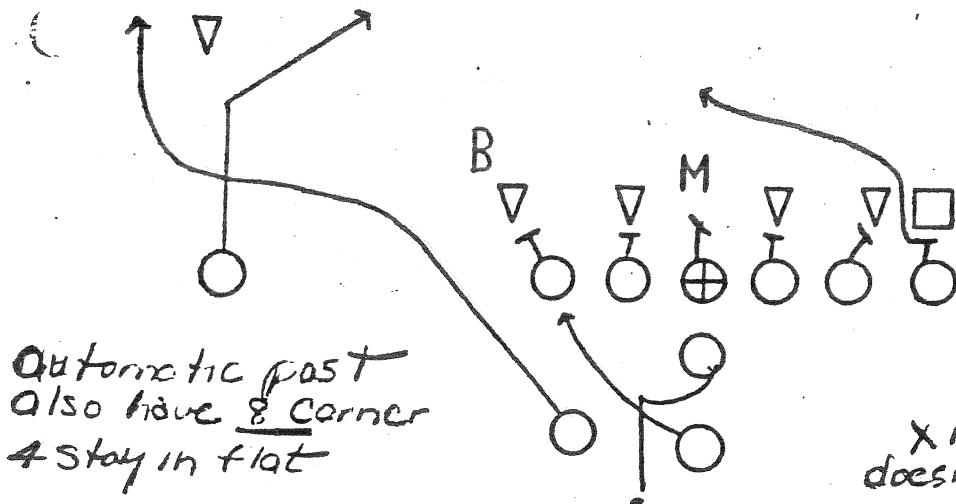


OPPOSITE RIGHT PLAY PASS 34 - ~~8 POST~~

= Brown Left



Line will fire out
but keep feet (good
aggressive blocks)



X man not in pattern unless
doesn't blitz -

ON T - Aggressive blocking - stay
between defensive man and passer.

ON G - Aggressive blocking - stay
between defensive man and passer.

C - Aggressive blocking - stay
between defensive man and passer.

OFF G - Aggressive blocking - stay
between defensive man and passer.

OFF T - Aggressive blocking - stay
between defensive man and passer.

X - Blocks LB'er, if he does not blitz
slam him, release inside run pattern.

Charge LB let him then go to pattern
Charge LB let him

8 - Run short post pattern.

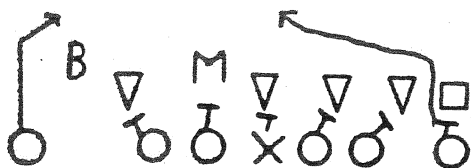
9 - Run center pattern.

4 - Flat pattern look for ball - if ball
is not thrown quickly run flat and go.

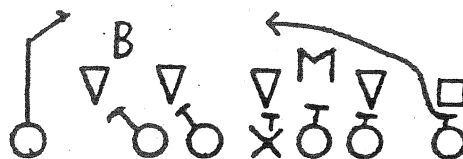
3 - Run 34 Blue, block weak LB'er where-
ever he goes.

QB - Reverse fake to FB.

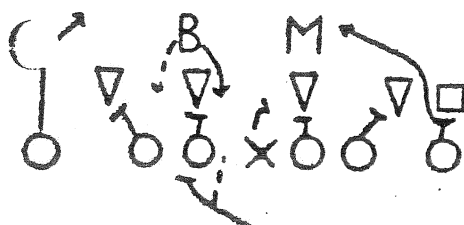
4-OVER



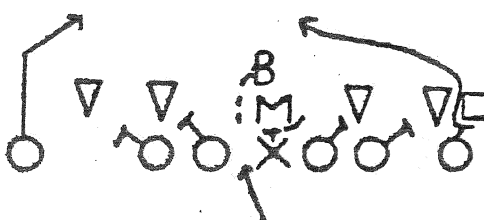
4-UNDER



4-4

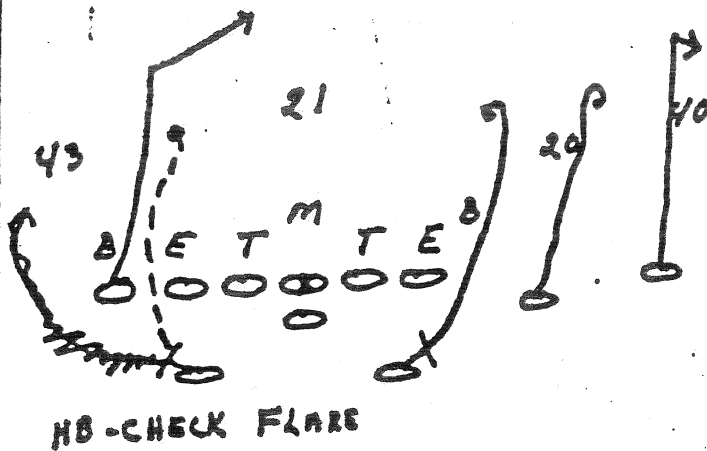


5-1

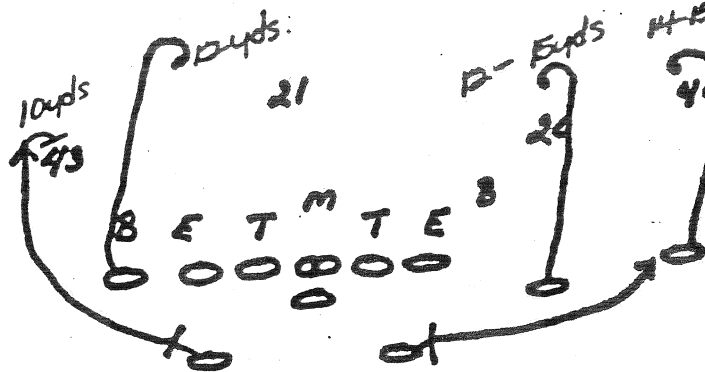


SLOT PASSES

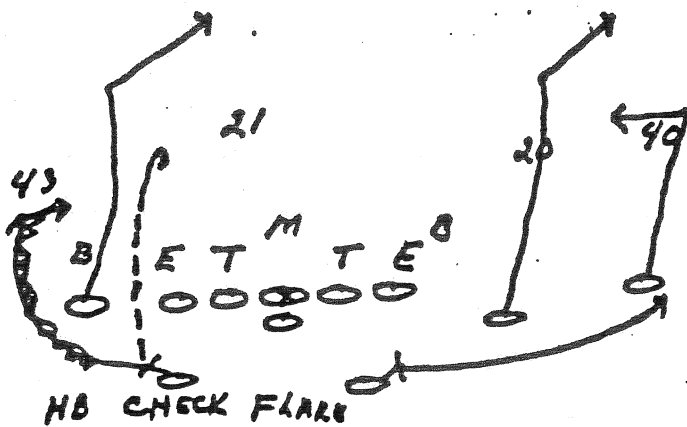
GREEN X STOP



*GREEN TURN

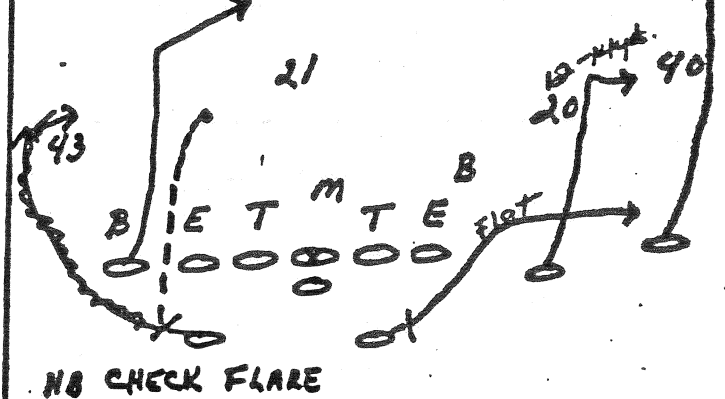


GREEN X CORNER

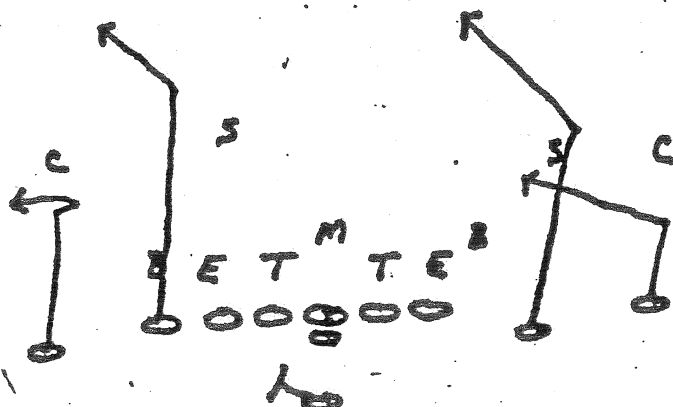


*GREEN X DRAG (12yds)

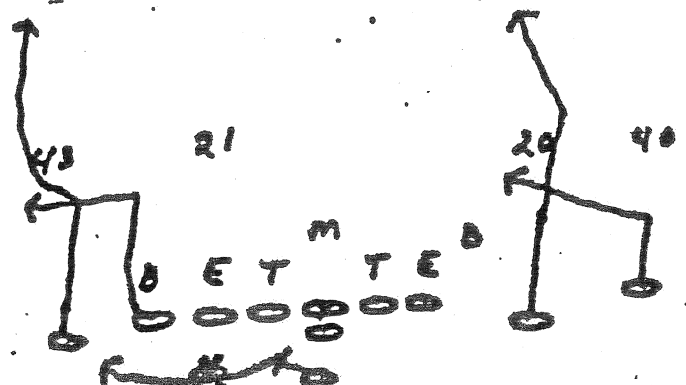
think strong side
in single can easily beat
Lagon
*on a roll zone (if see Lagon go fast to drag
outside do a 10yd. stop!!



SLOT DOUBLE WING BROWN LEFT - B CORNER



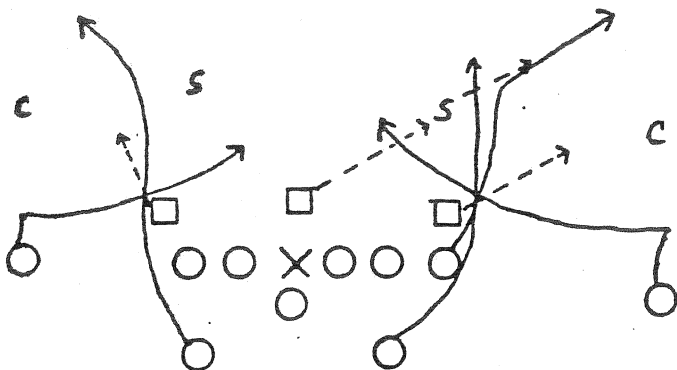
SLOT DOUBLE WING (SHIFT FROM OPEN) BROWN LEFT - 4 GO



SPLIT RIGHT - BLACK - LION PASS

9-12-67

DOUBLE (MAN FOR MAN)



8 - 9 - One or two steps upfield - then directly down line looking for ball. As you approach area vacated by LB'er - pick open spot.

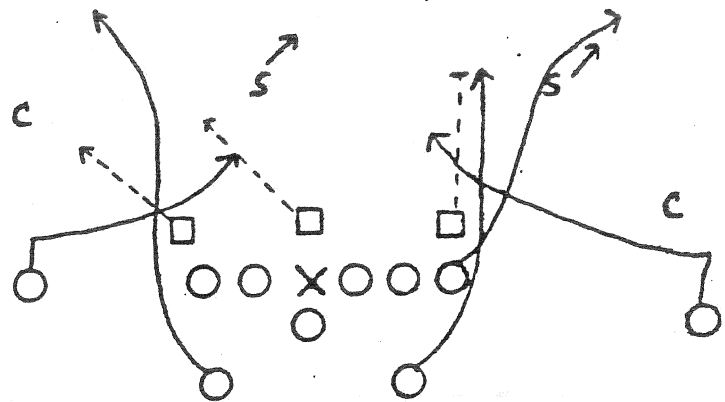
X - Outside release - corner.

S.S. Back - Flare

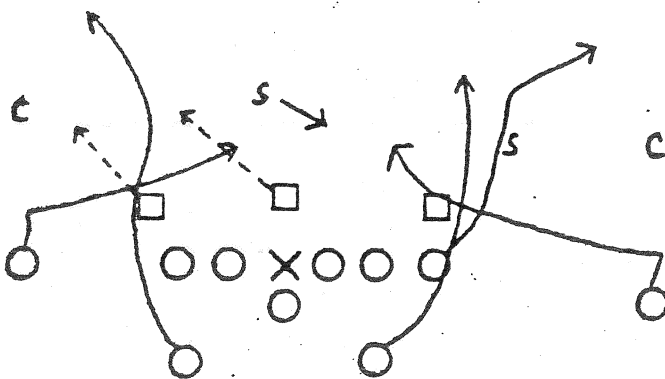
W.S. Back - Flag

QB - Key MLB look for "Line" man "away" from his drop 1st.

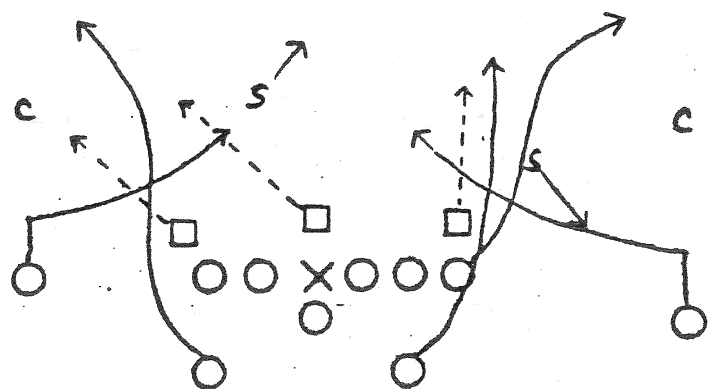
ZONE



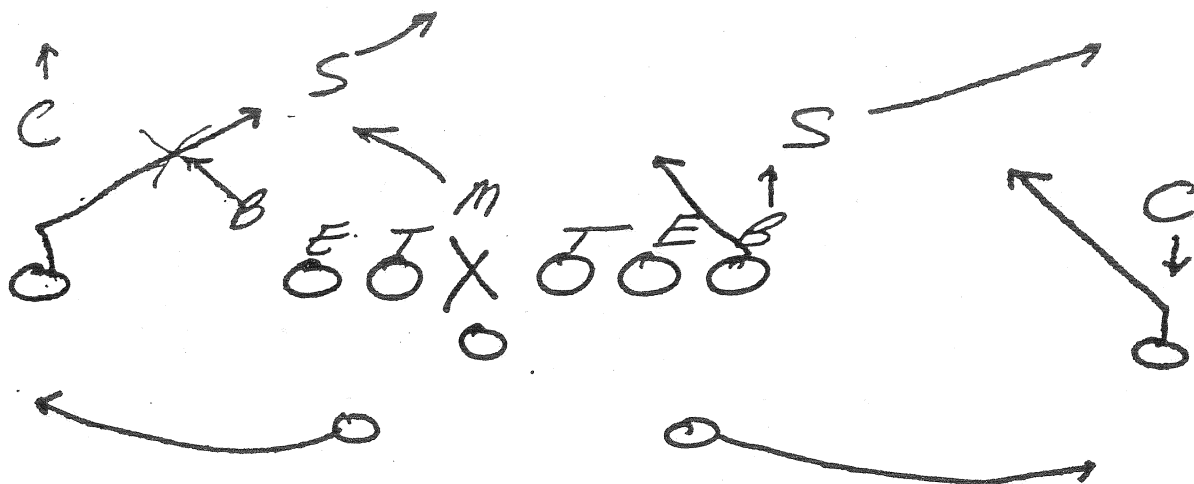
COMBINATION



SAFETY ZONE (INSIDE REVOLVE)



Black Fire Slant vs. Zone



if 8 cuts in back of weak LB hit him
if 8 cuts in front of weak LB hit back

TRY WEAK SIDE FIRST!

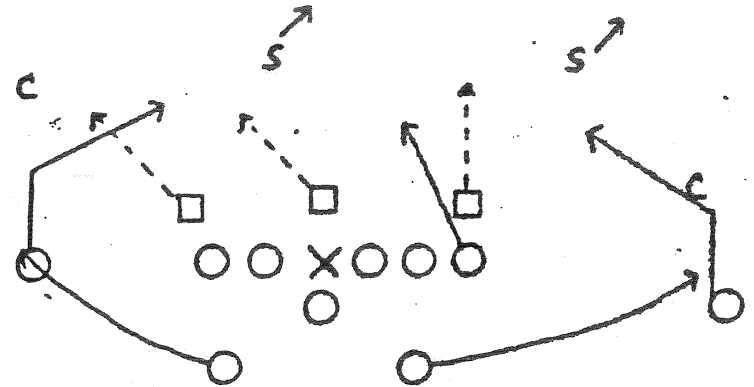
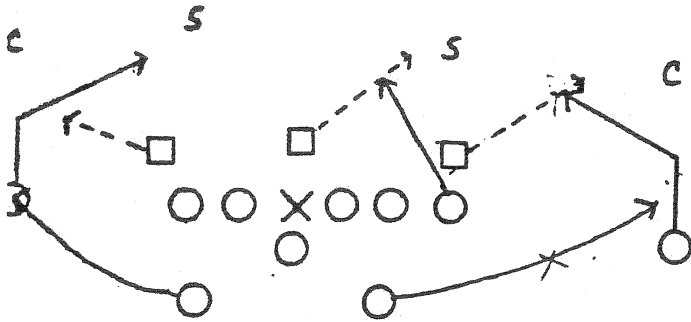
SPLIT RIGHT

* BLACK FIRE - SLANT IN *

~~Block~~ ~~LB~~ backs not blocking - "you're going" (5 MAN PATTERN)

DOUBLE (MAN FOR MAN)

ZONE



lanker - 4 steps and sharp break on slant-in.

plit End - 3 steps and sharp break on slant-in.

- 2 - Sprint out on arrow pattern. Slightly more belly than on regular arrow. (more depth)

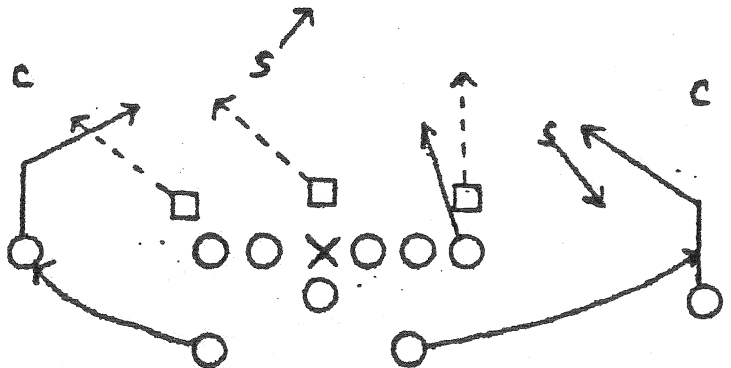
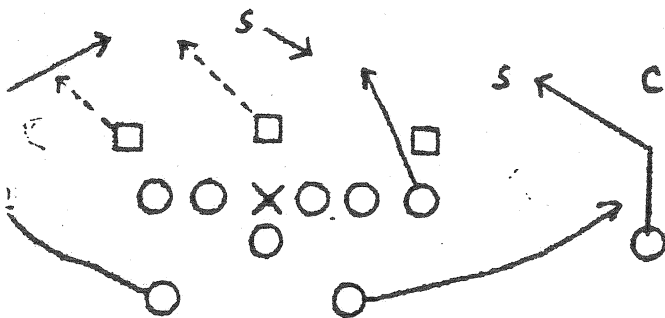
1 & 2 - get behind tackles

LB get back to about 4 yds so you can read a little longer

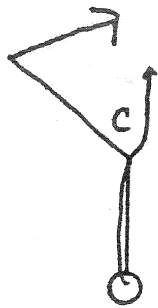
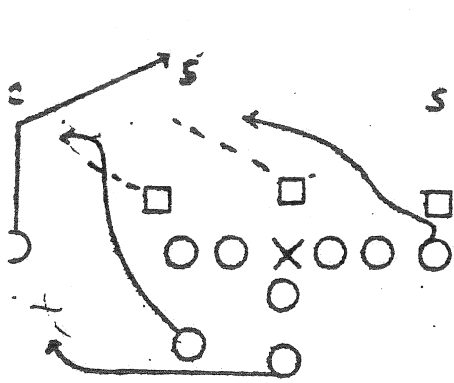
If LB drops hit back in the flat.

COMBINATION

SAFETY ZONE (INSIDE REVOLVE)



DOUBLE (MAN FOR MAN)



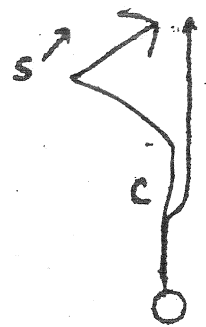
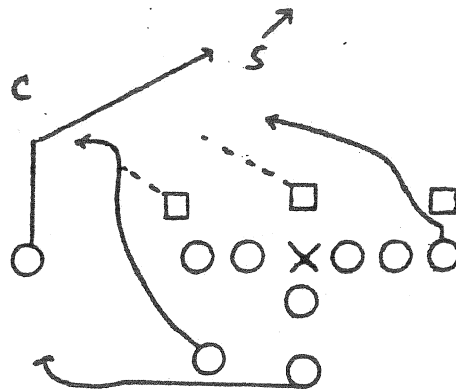
8 - Post

3 - Divide

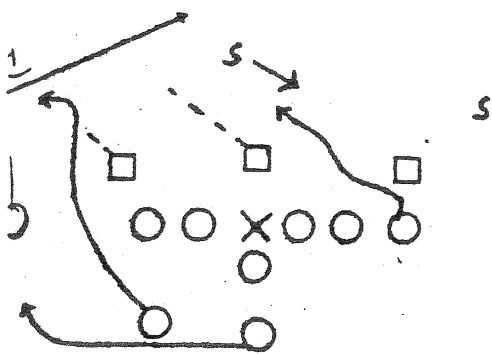
X - Slo (Release to inside)

9 - Go

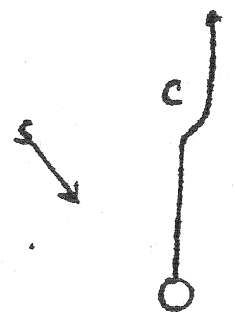
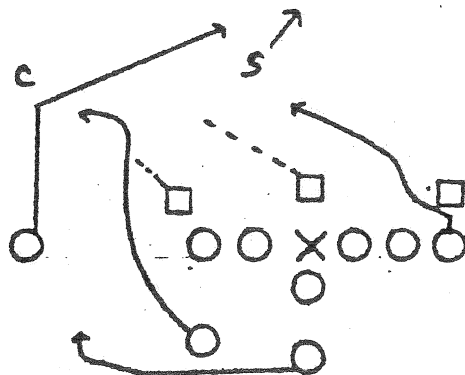
ZONE



COMBINATION

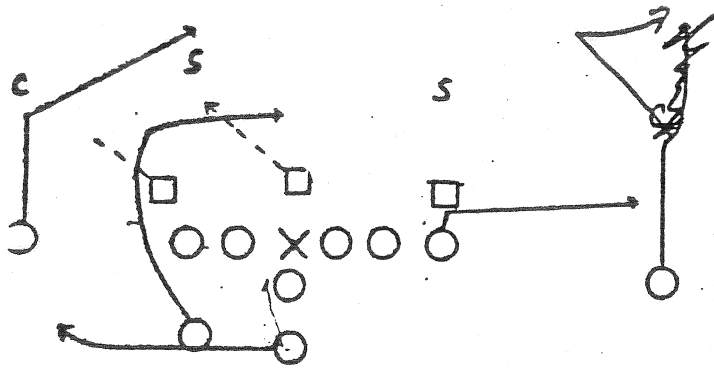


SAFETY ZONE (INSIDE REVOLVE)



DOWN
OPPOSITE RIGHT - ~~BLACK~~ LEFT - CIRCLE

DOUBLE (MAN FOR MAN)



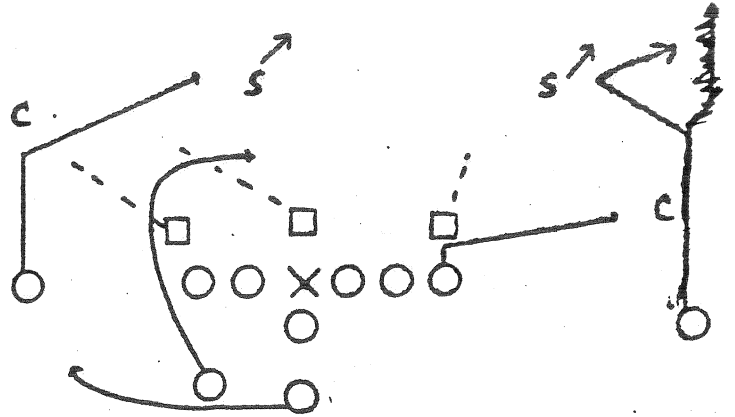
8 - Post

3 - Divide

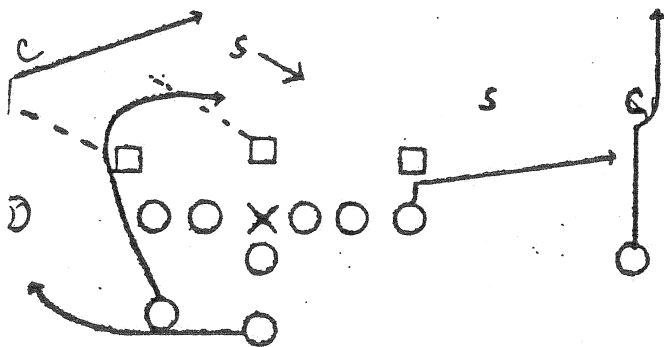
X - Slo (slant out)

9 - Go

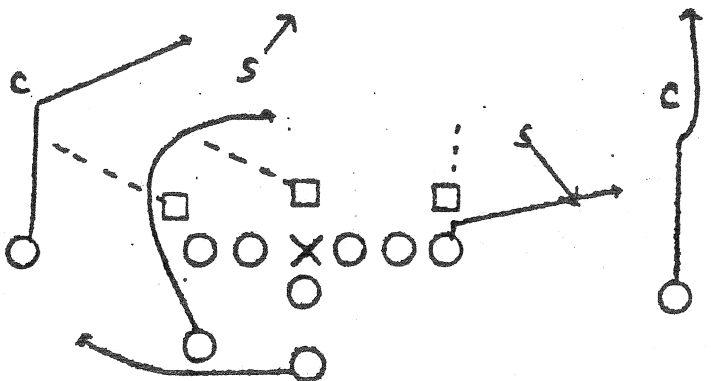
ZONE



COMBINATION



SAFETY ZONE (INSIDE REVOLVE)



DOUBLE (MAN FOR MAN)



3 - Block weak LB'er

X - Over

8 - Октябрь

ZONE

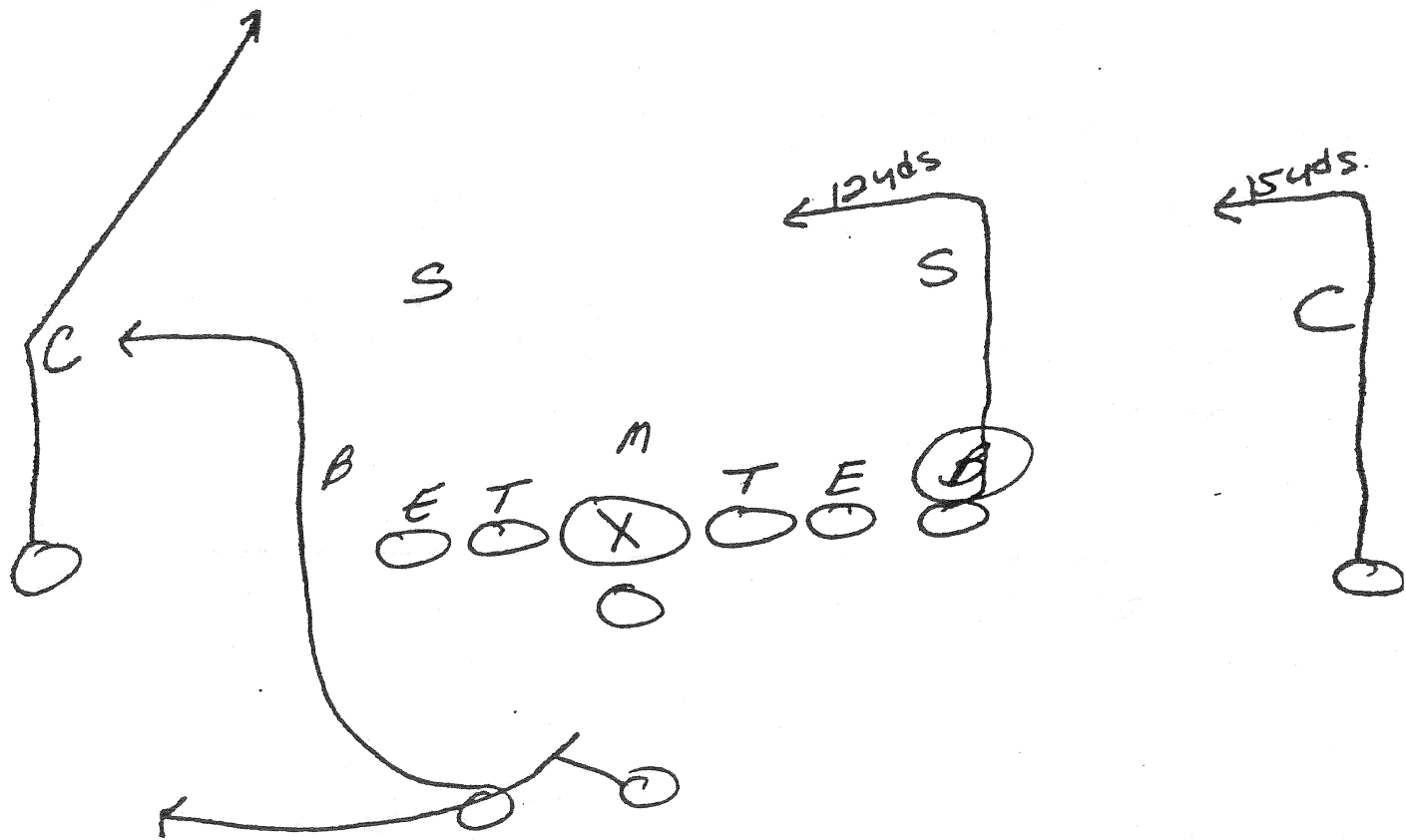
8 - Occupy deepest man - 10-12 yards.

COMBINATION



Brown Left-Fan - X, 9 Center (good strong 2nd pattern.)

When call this pattern think of throwing to strong S



same as green right, lt.
flag!

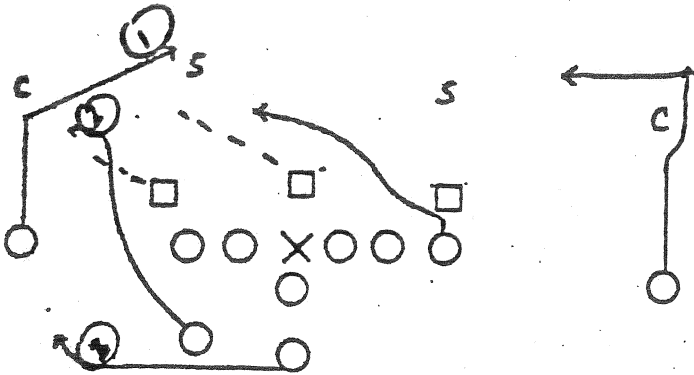
Strong LBer has a free lane so X will run a quick first if no blitz will go down field, 12 yds & come across

Read: S. LBer Blitz, then look MLB away to lt. then think 9, X. ON ZONE think X - primary man.



OPPOSITE RIGHT BROWN LEFT - FAN

DOUBLE (MAN FOR MAN)



4 Fan - 10 to 12 yds.

8 - Post

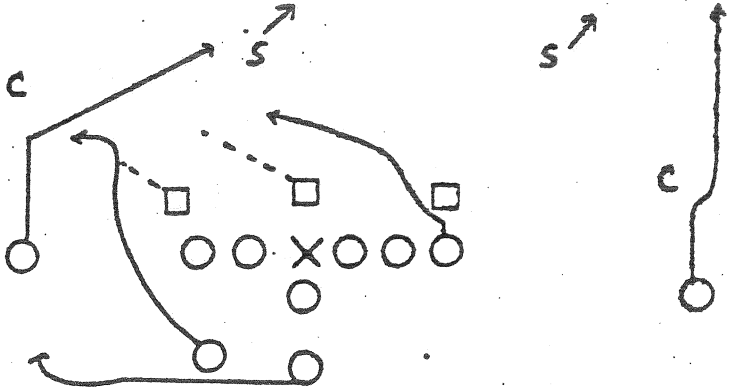
3 - Divide after checking WLB-WS Blitz.

X - Slo (Release to inside)

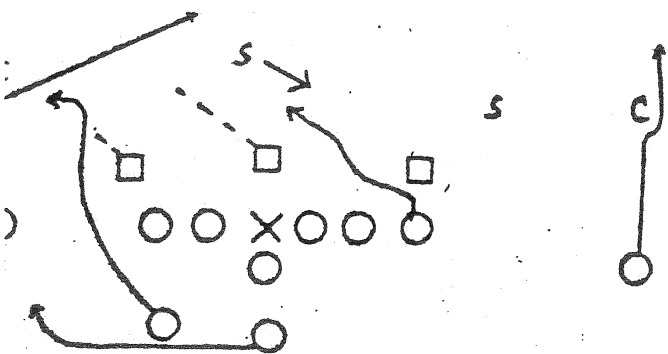
9 - Center

*Diagnosed with WLB-WS. Check free safety if covers concerned....
Fan to post. If post shut off look to fan if fan go to
off. need to quickly to FB. look post, fan divide both covered*

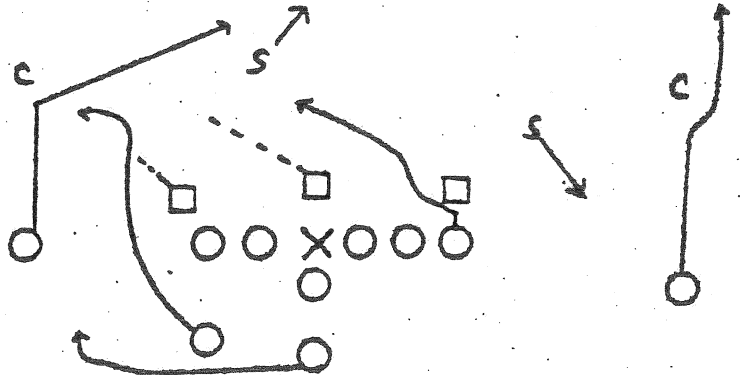
ZONE



COMBINATION



SAFETY ZONE (INSIDE REVOLVE)

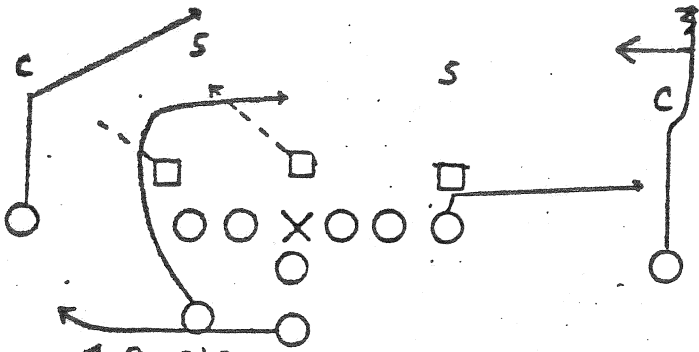




OPPOSITE RIGHT - BROWN LEFT - CIRCLE

Dablewing right

DOUBLE (MAN FOR MAN)



4 Circle

.8 - Post

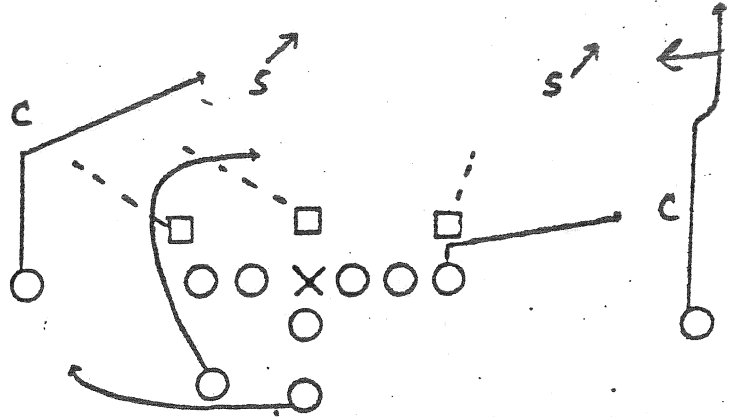
3 - Divide after checking WLB-WS Blitz.

.X - Slo (slant out)

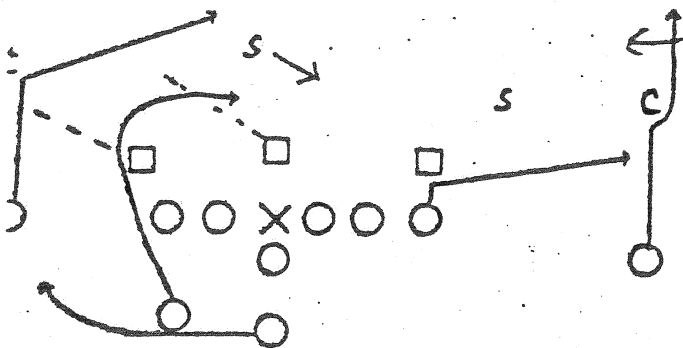
9 - ~~Center~~ 12 yds.

check free safety to see if he covers
if hit post if so hit post

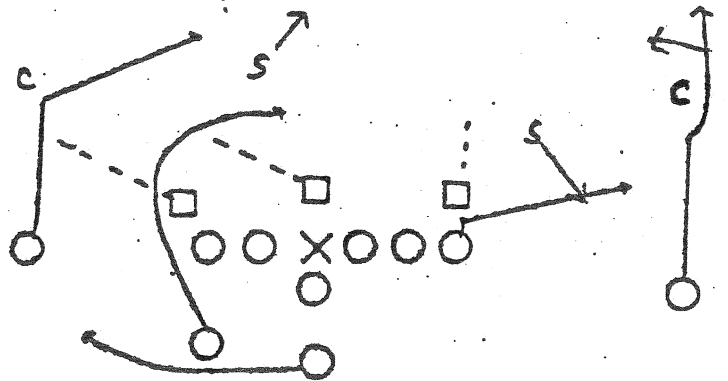
ZONE



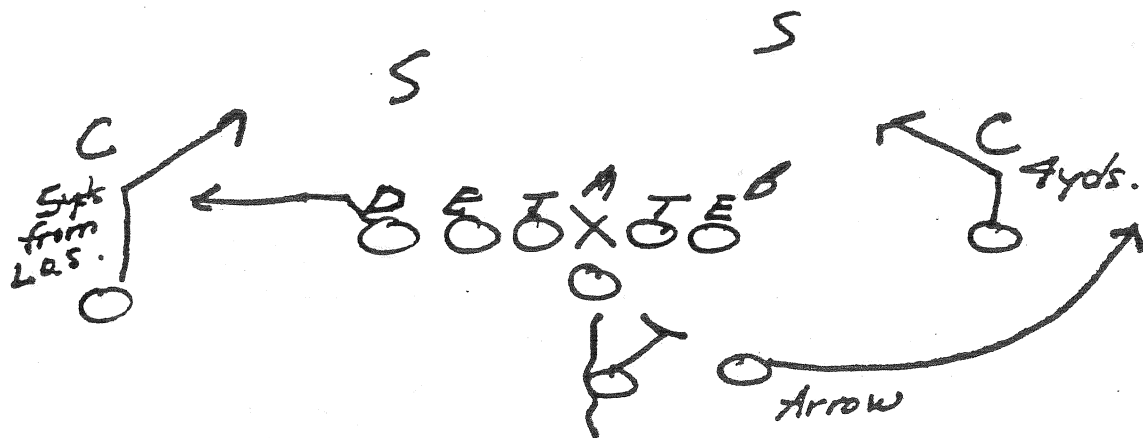
COMBINATION



SAFETY ZONE (INSIDE REVOLVE)

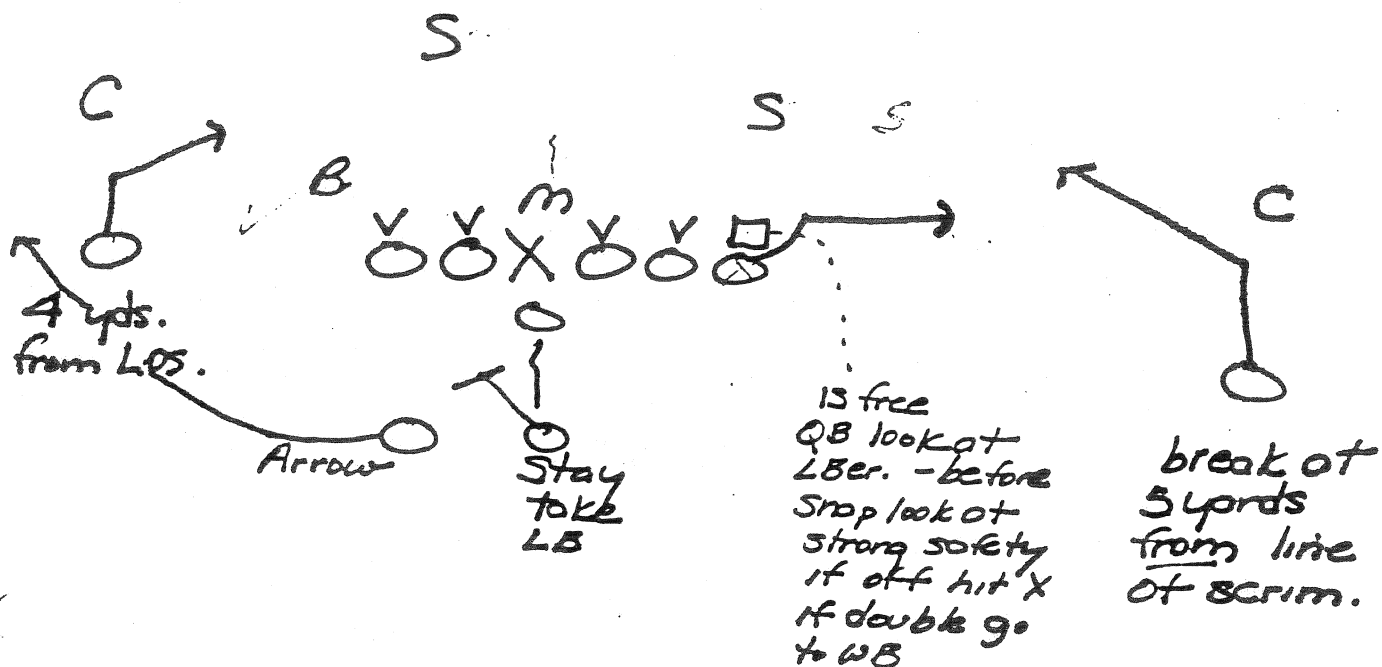


Opp. Left Brown Right
X Sknt out
(option of calling fire)



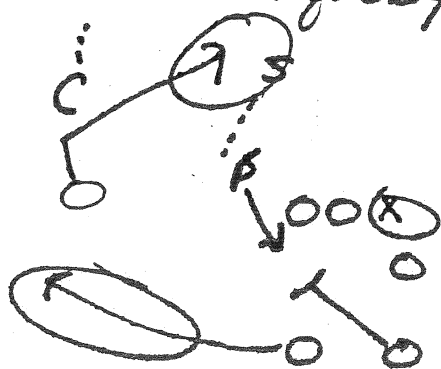
WILL HAVE TO BACK OUT
BECAUSE NO ONE HAS STRONG
LBER.

Opposite Right - Brown Left
 X Shout out
 (CAN ADD FIRE if you want to)

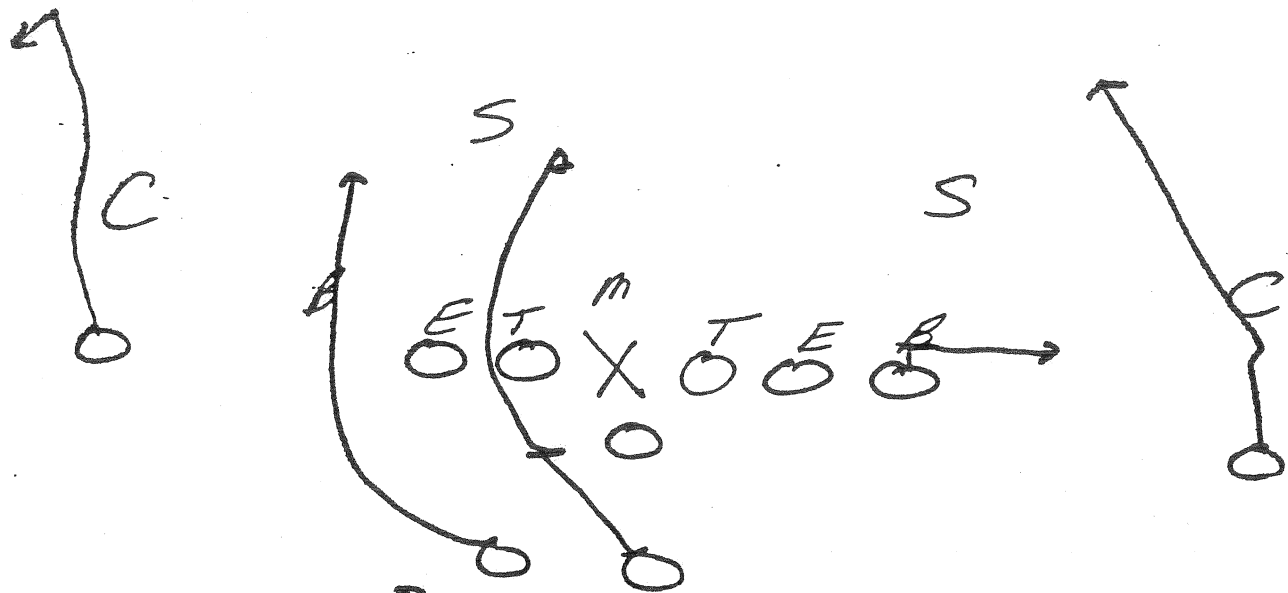


IF UNDECIDED GO TO WEAK SIDE. !!

if think blitz hit & ^{arrow} because F.S. will cover flat
 get rid of ball quickly because no protection to strong side



Opp. rt. Brown lt. 8 Come back
 (opp. lt Brown rt 9 Come back)



Swing - if get about 12 yds. & see safety
 in line pull up and hook

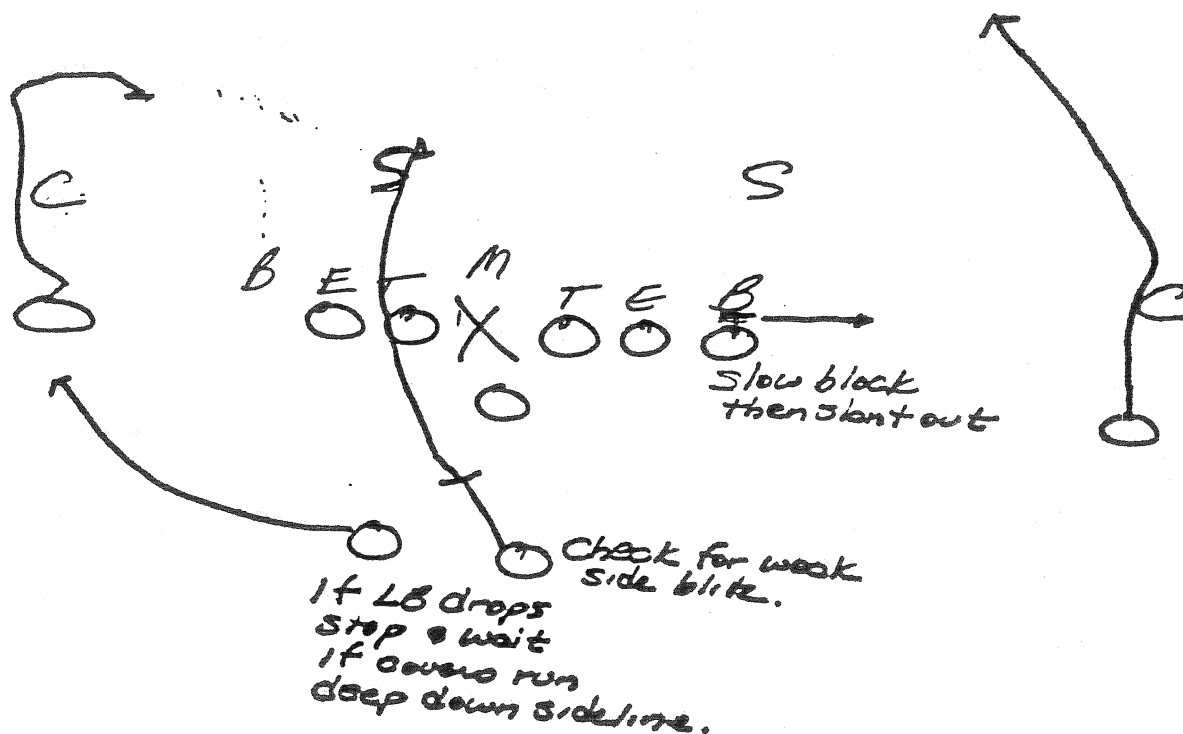
If weakside L Ber. cover CB hit one of
 backs - if he takes back hit CB.

Opp. Rt. Brown Left 8 turn

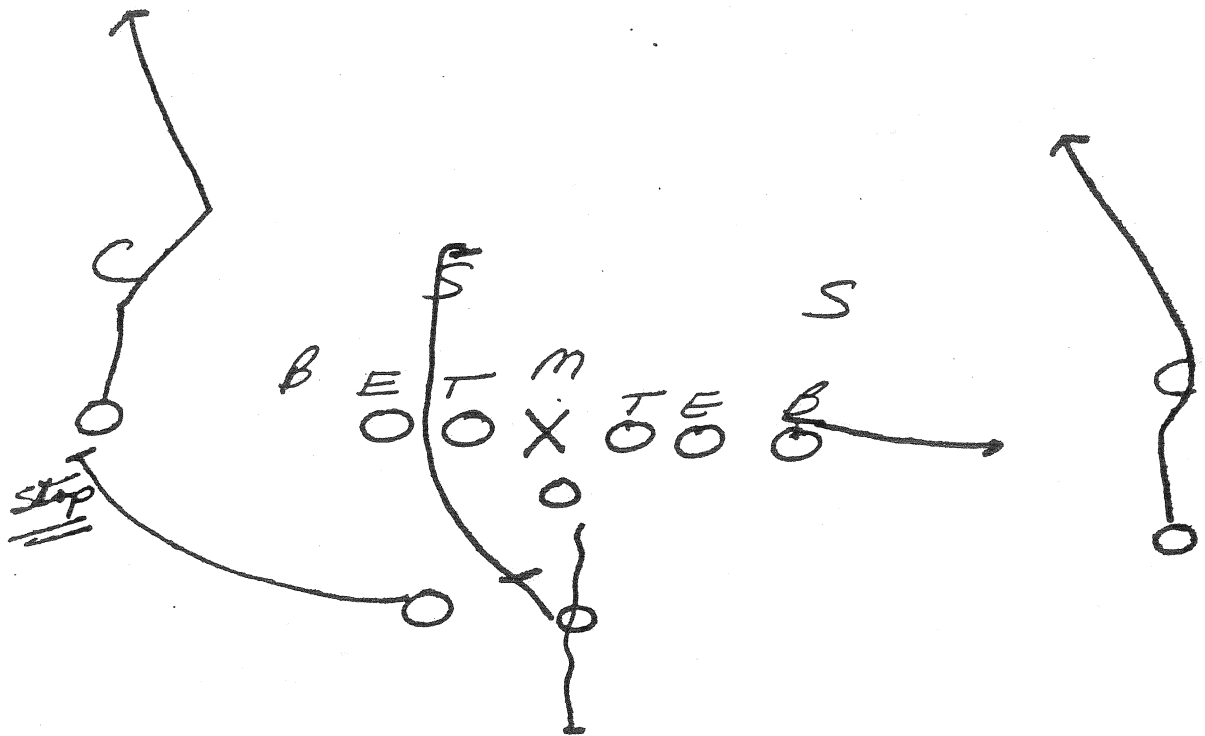
Same as opp. rt.

Opp. lt Brown rt 9 turn

When call Brown left forget right side

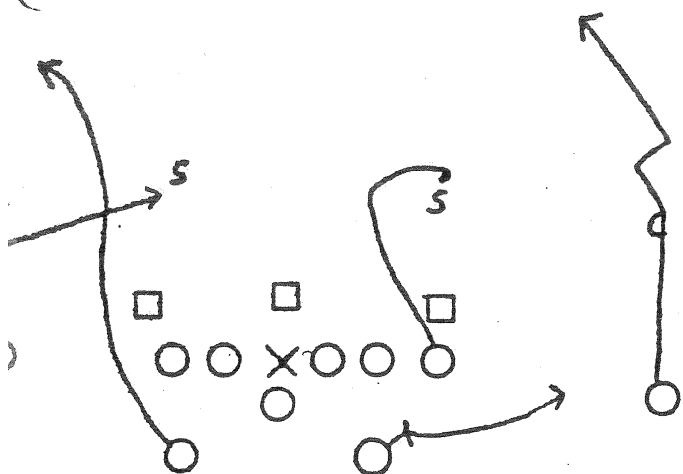


Opp. rt brown lt. 8 Corner
(opp. lt. brown rt 9 Corner)

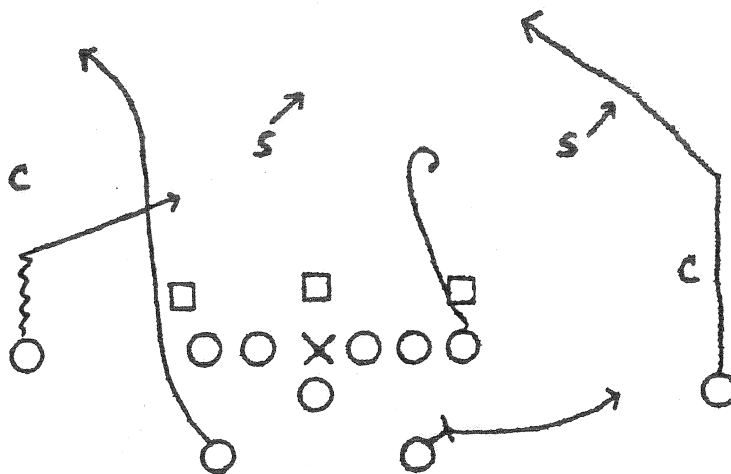


SPLIT RIGHT
WHITE LEFT FLAG

DOUBLE (MAN FOR MAN)



ZONE



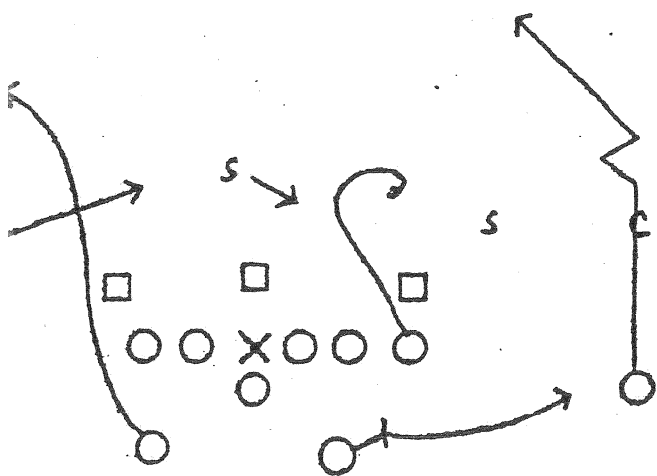
#4 - Flag

8 - 2/3 speed - let #4 clear and come underneath.

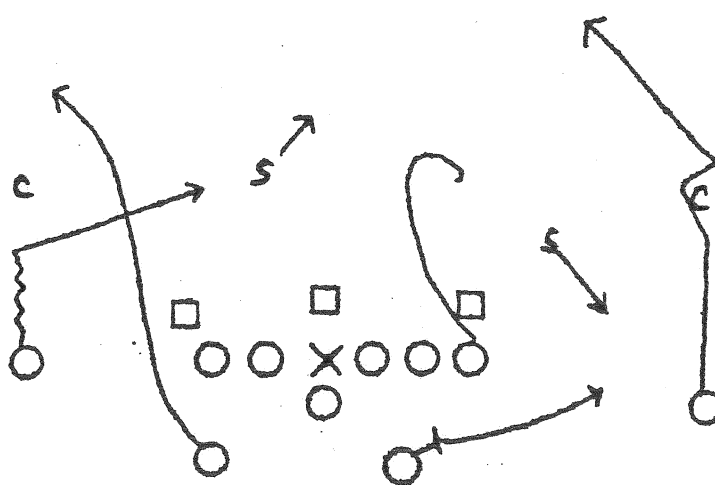
X - Look for quick - work for open spot.

9 - Corner post
Corner post - vs. ZONE - get to post without fake.

COMBINATION

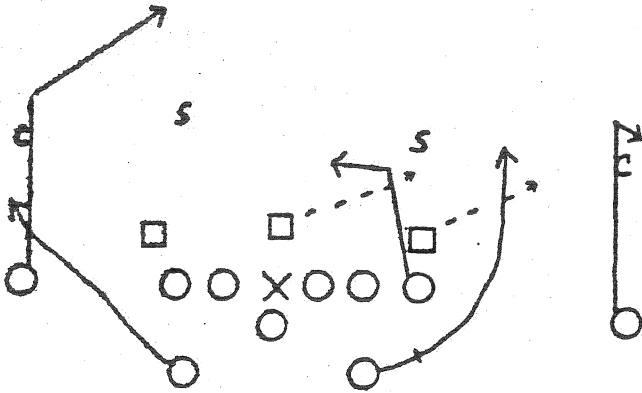


SAFETY ZONE (INSIDE REVOLVE)

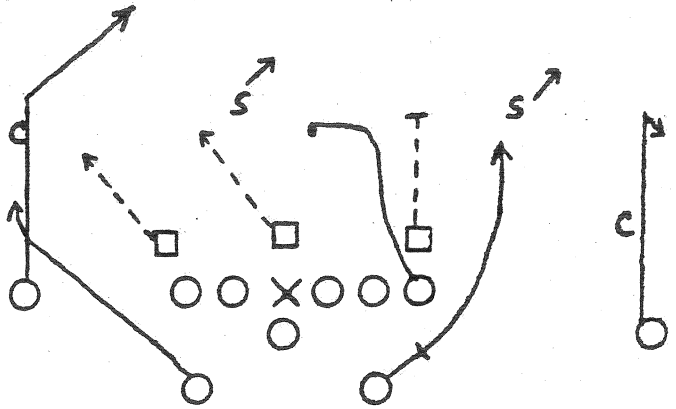


SPLIT RIGHT - WHITE LEFT 9 COMEBACK

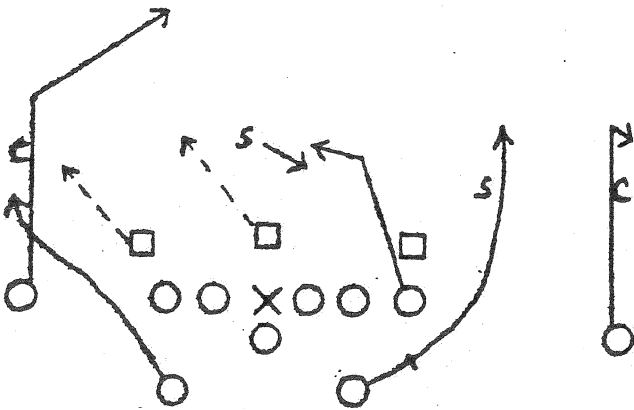
DOUBLE (MAN FOR MAN)



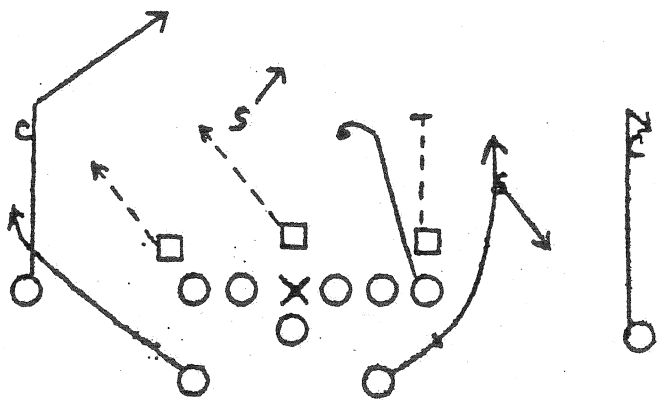
ZONE



COMBINATION

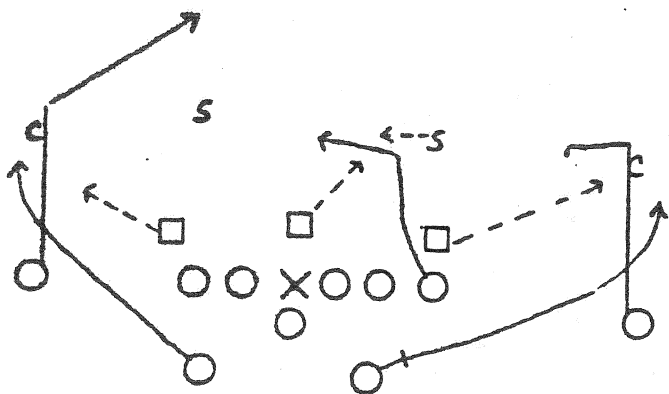


SAFETY ZONE (INSIDE REVOLVE)

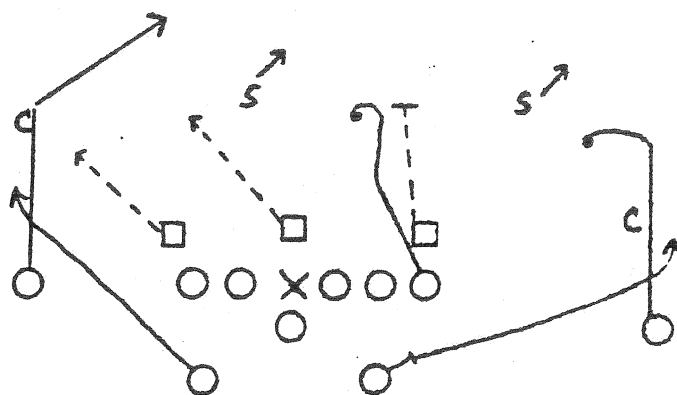


SPLIT RIGHT - WHITE LEFT 9 TURN

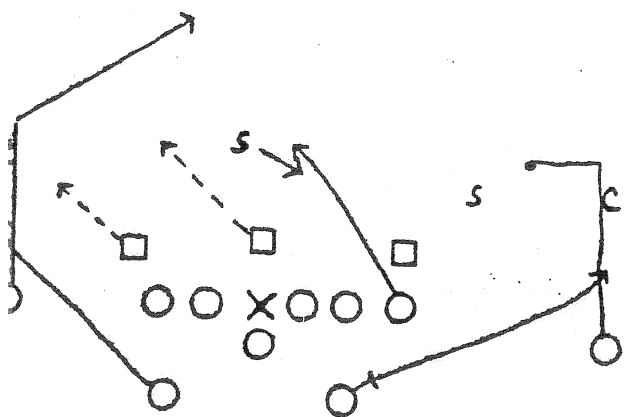
DOUBLE (MAN FOR MAN)



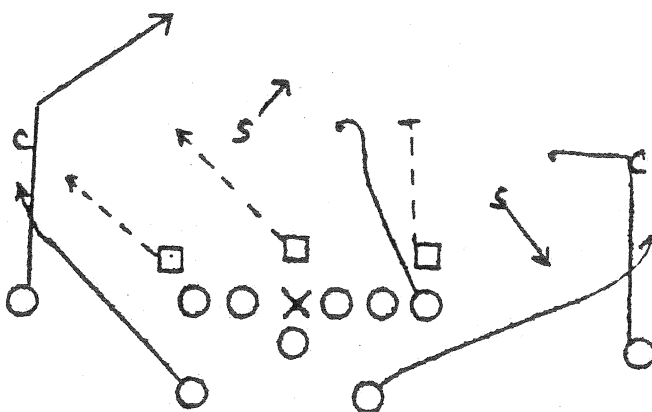
ZONE



COMBINATION

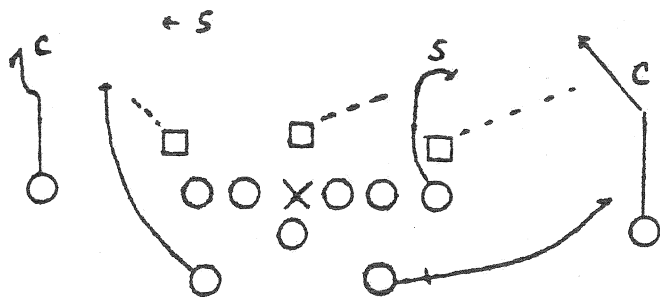


SAFETY ZONE (INSIDE REVOLVE)

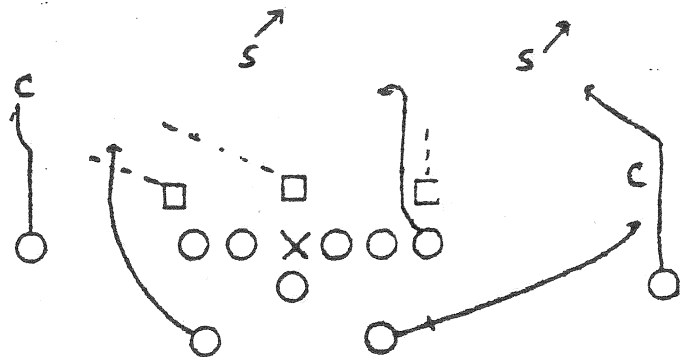


SPLIT RIGHT - WHITE LEFT & COMEBACK

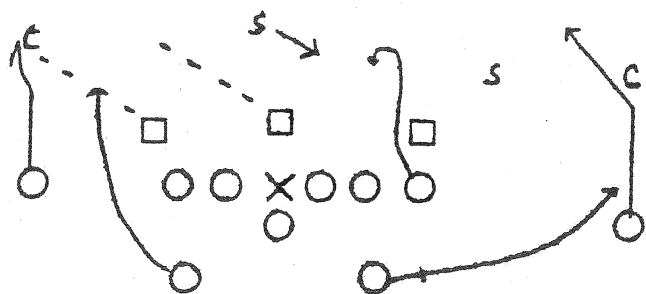
DOUBLE (MAN FOR MAN)



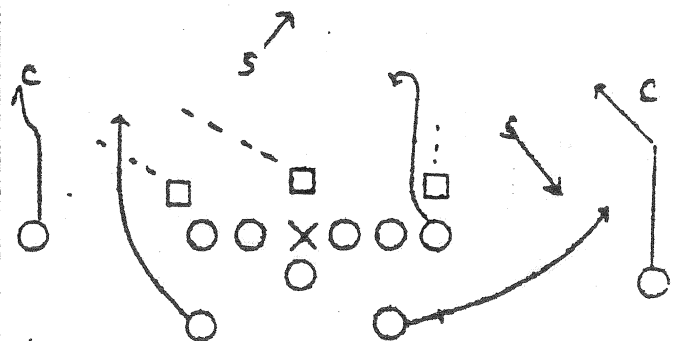
ZONE



COMBINATION

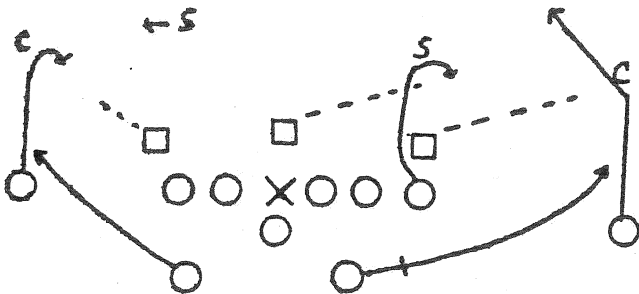


SAFETY ZONE (INSIDE REVOLVE)

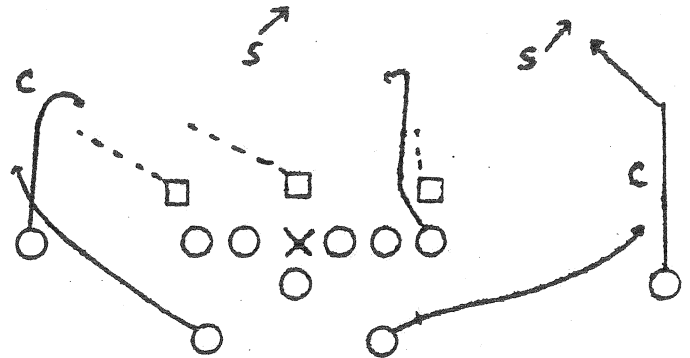


SPLIT RIGHT - WHITE LEFT & TURN

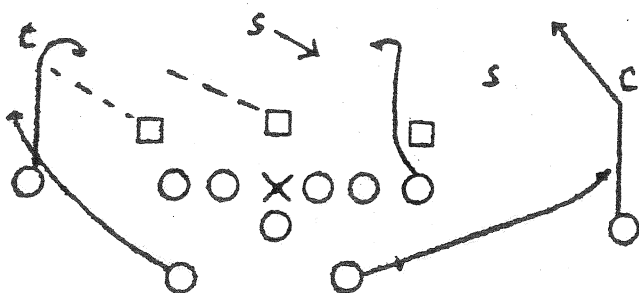
DOUBLE (MAN FOR MAN)



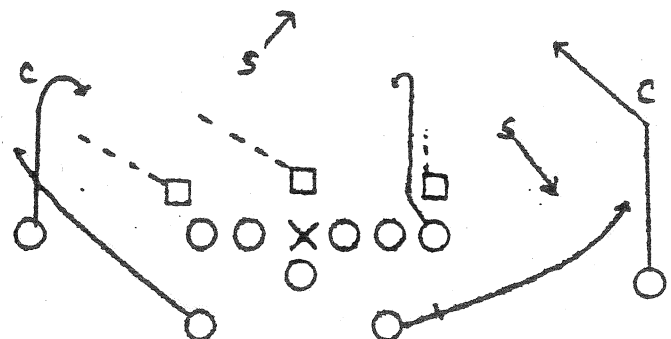
ZONE



COMBINATION



SAFETY ZONE (INSIDE REVOLVE)



1st key is middle linebacker.

If linebacker M comes look for quick immediately.

X-man always has inside release.

Aug 17

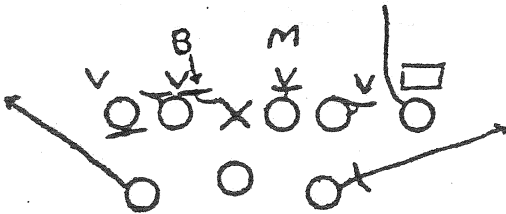
WHITE LEFT OR WHITE RIGHT PROTECTION

always a weakside pattern

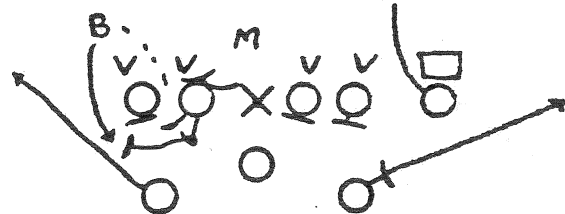
A. The back on the weakside will always be involved in the pattern.

1. CENTER - "L" or "R" call - responsible for tackle or weak linebacker depending upon the alignment.
2. WEAK GUARD - Responsible for tackle or weak linebacker depending upon the alignment.
3. REMAINING BACK - Key strong linebacker - block him if he blitzes - if he doesn't run arrow or swing pattern depending upon the pass called.

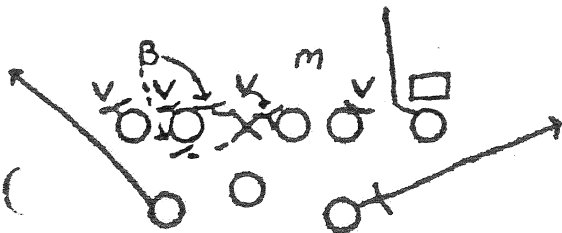
4-4



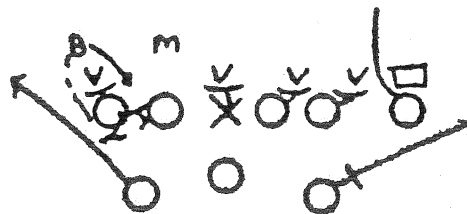
4-3



UNDER



OVER

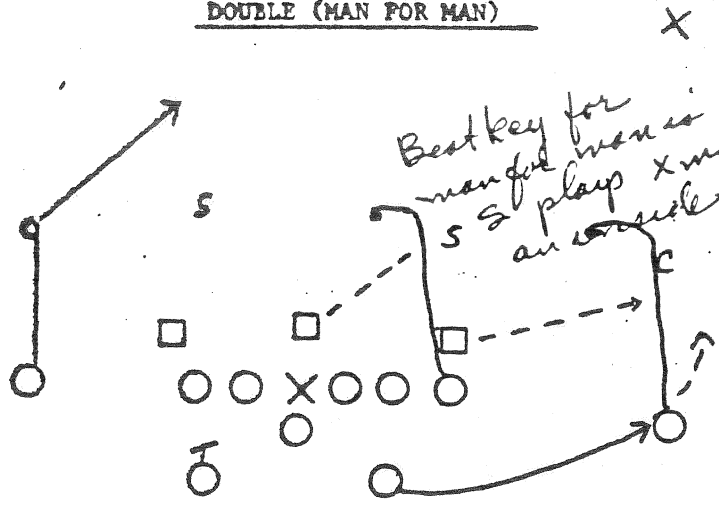


SPLIT/RIGHT - GREEN RIGHT - TURN

Open

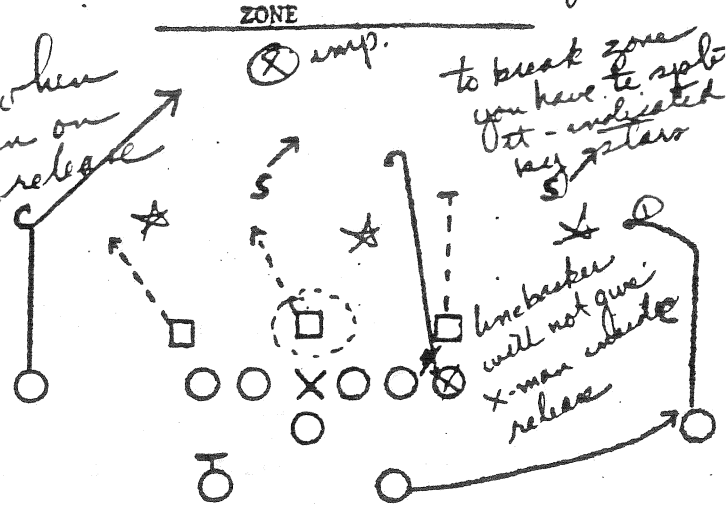
Watch strong safety for alignment

DOUBLE (MAN FOR MAN)



- S - Post
- X - Turn
- 2 - Arrow

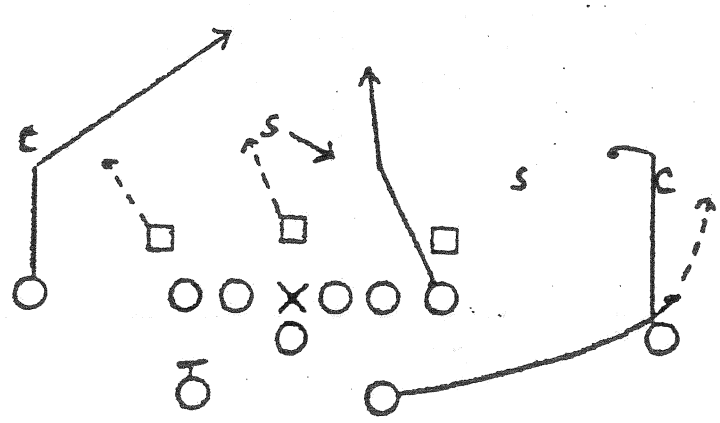
ZONE



footnote: Safety zone

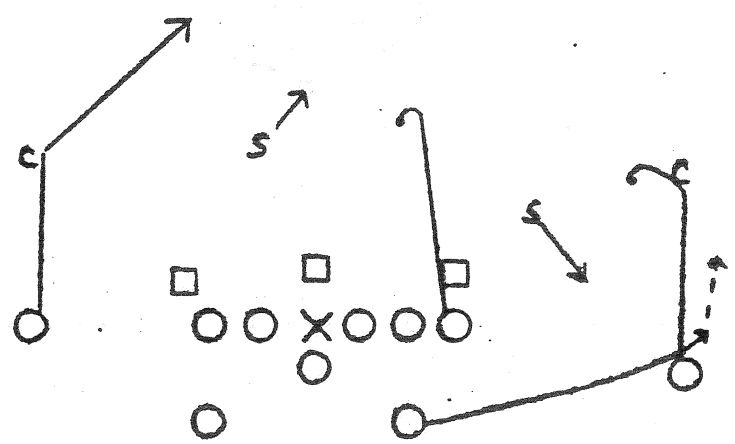
imp: watch m-linebackers for zone retreat

COMBINATION



2 - Quick and Go

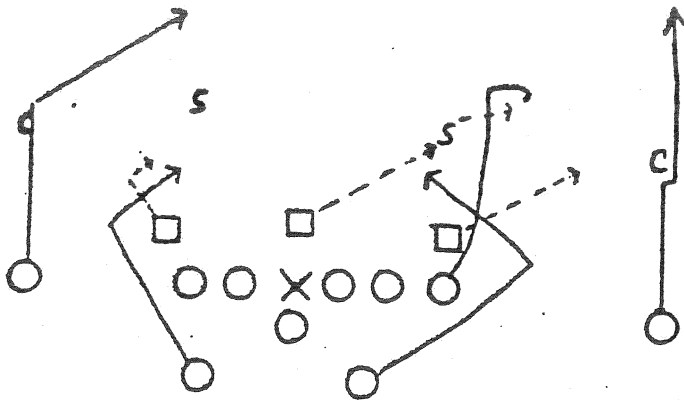
SAFETY ZONE (INSIDE REVOLVE)



SPLIT RIGHT - BLACK - PACKER PASS

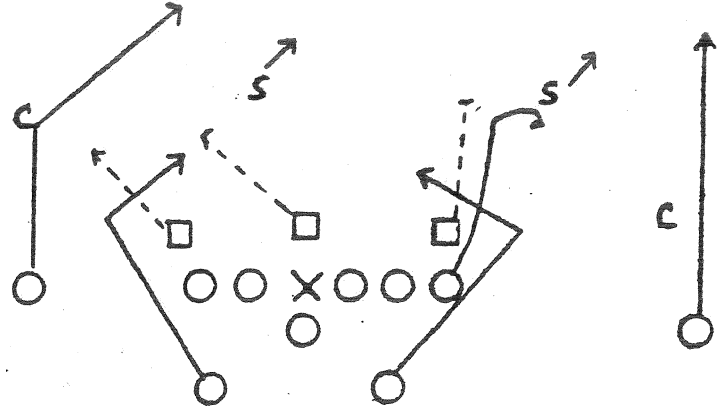
7-12-67
not using against
G.B. - save for
Cleveland's Baltimore

DOUBLE (MAN FOR MAN)

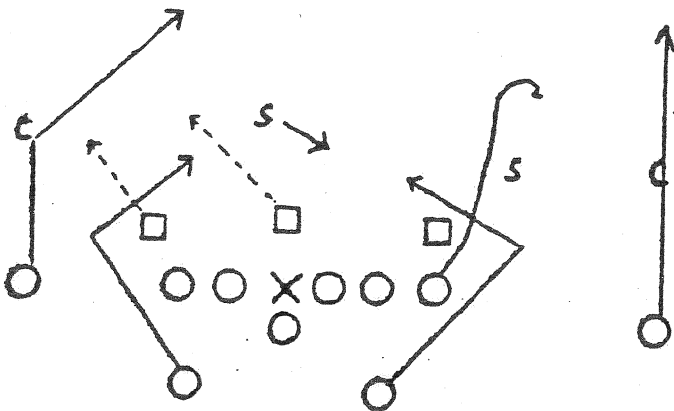


Flanker - Go
Split End - Post
X - Stop (Outside release)
2-4 - Start swing - cross scrimmage line -
cut to inside look for ball.

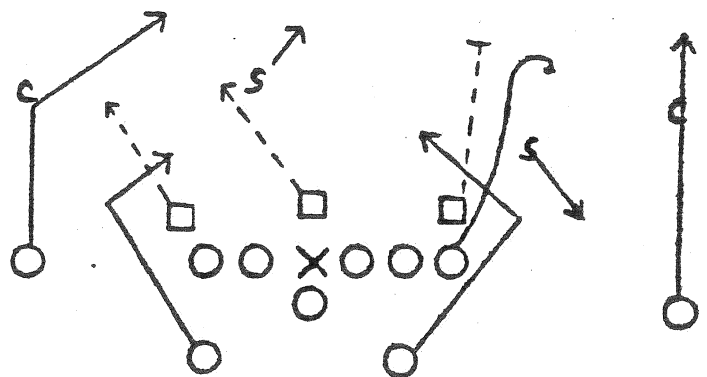
ZONE



COMBINATION

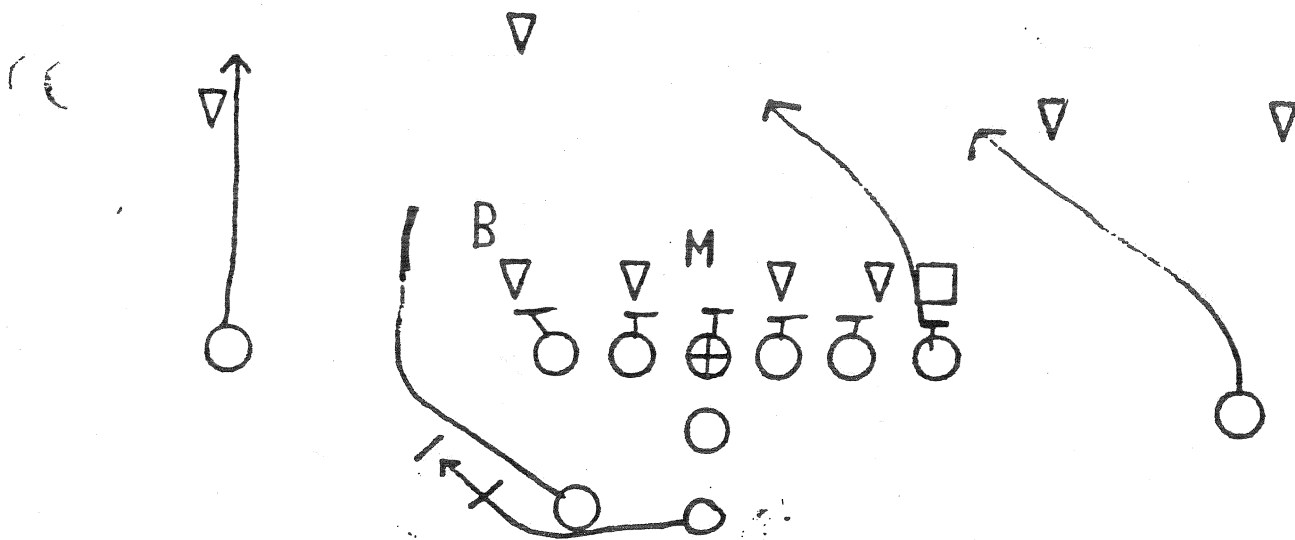


SAFETY ZONE (INSIDE REVOLVE)



4-3

* Opprt Block H. fire 3 arrow

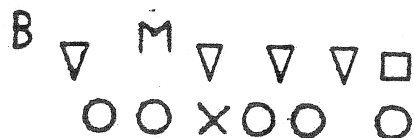


4 if blitz pass by take weak safety
 start swing to outs. of LB if LB insd. end even ready, t
 come forget him & get weak safety!
QB 4 steps Pp rt. now.

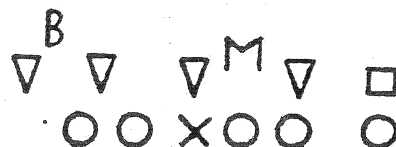
3. Look for ball quickly.

+ can be run from double wing as well as opp.
 Some coaching points.

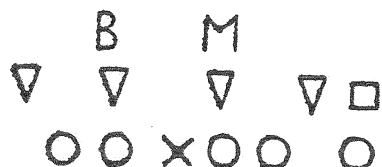
4-OVER



4-UNDER



4-4



5-1

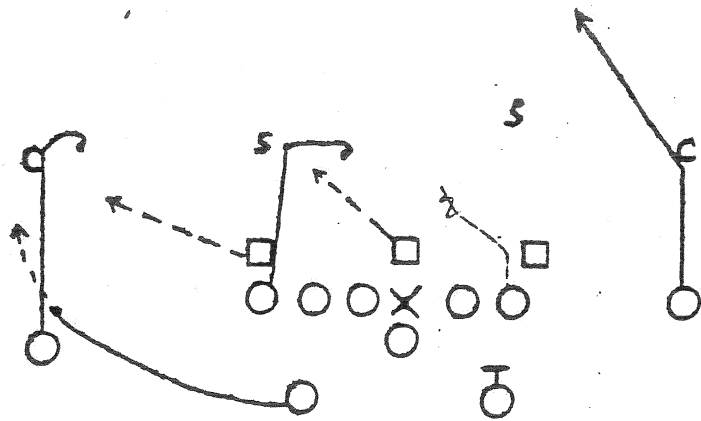


SPLIT/LEFT - GREEN LEFT - TURN

open
imp.

X - corner is a good pattern to call against a zone

DOUBLE (MAN FOR MAN)

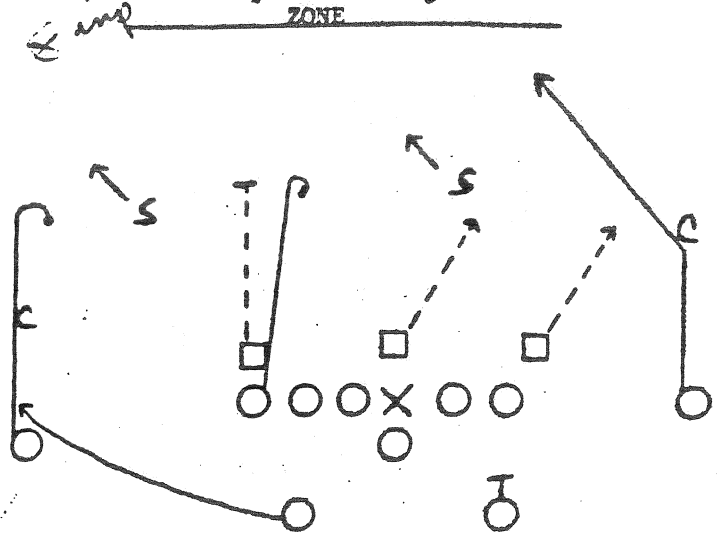


X - Turn

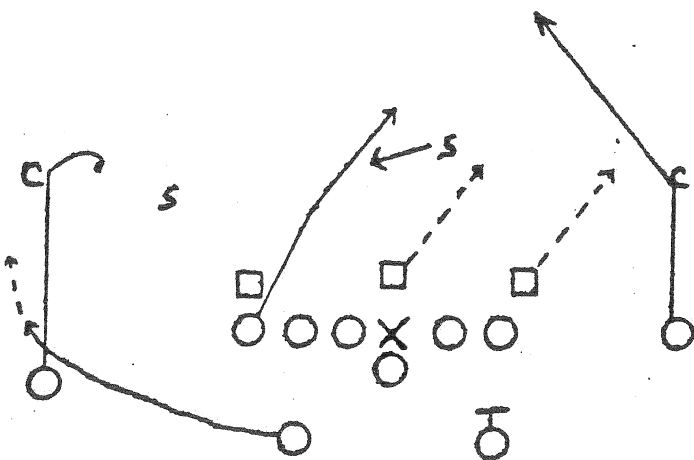
4 - Arrow

9 - Post

ZONE

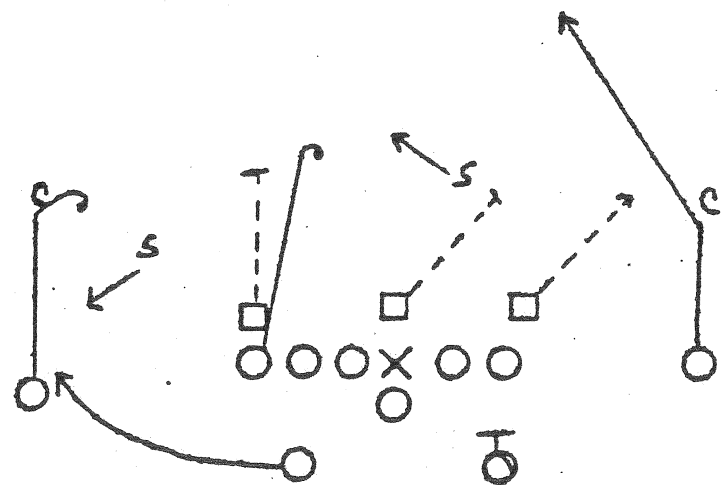


COMBINATION



X - Quick & Go

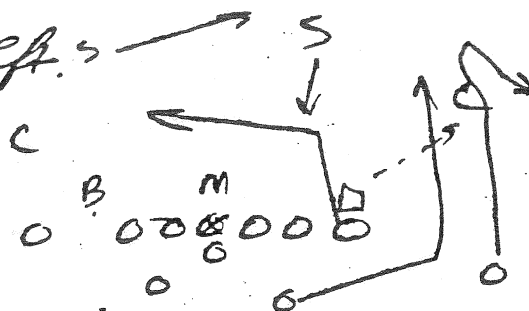
SAFETY ZONE (INSIDE REVOLVE)



10 August, 47

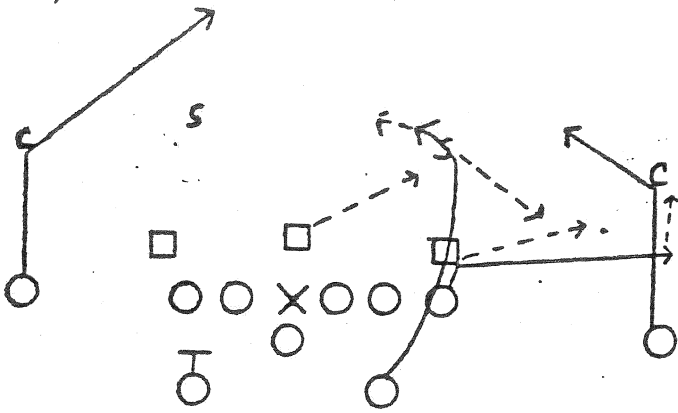
Additional calls from Green Right & Left.

- (Open)
A. Split Right Green Rt. Comeback
(strong side linebacker in key
in this play. keep an eye
on & back)



SPLIT RIGHT - GREEN RIGHT - SHORT POST (FLARE)

DOUBLE (MAN FOR MAN)

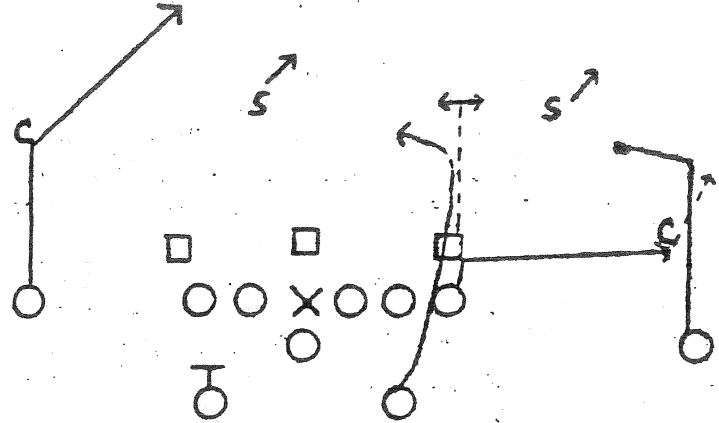


8 - Post

2 - Flare (Circle)

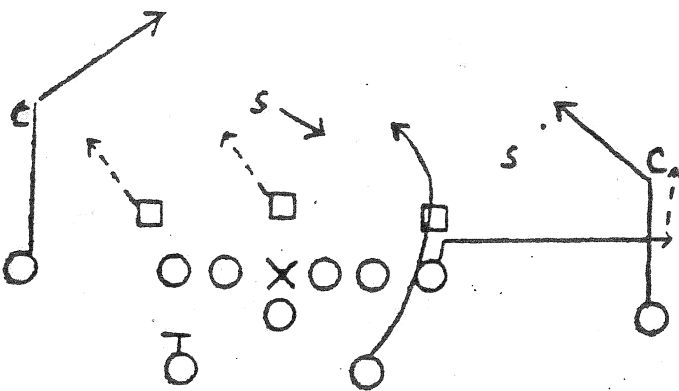
X - Slant Out

ZONE

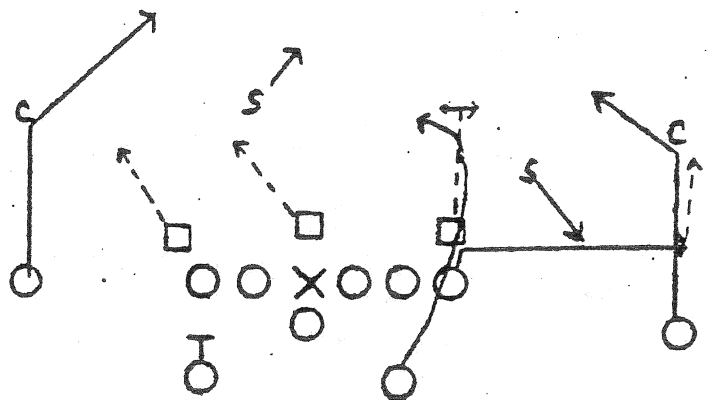


9 - Turn

COMBINATION



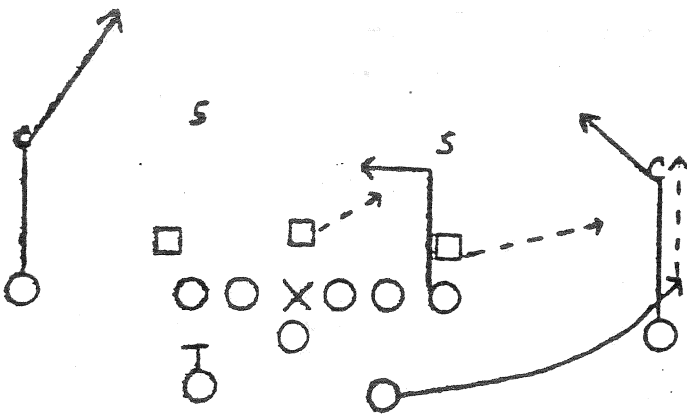
SAFETY ZONE (INSIDE REVOLVE)



SPLIT RIGHT - GREEN RIGHT - SHORT POST
Open

tough pattern against
a lone

DOUBLE (MAN FOR MAN)

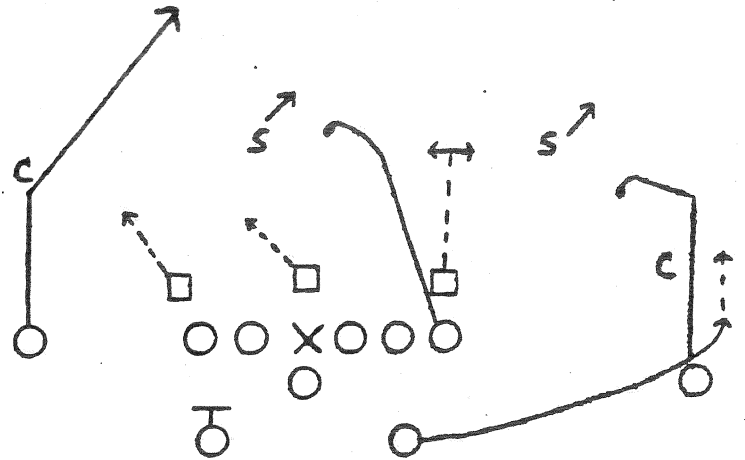


8 - Post

I - Over

2 - Arrow

ZONE

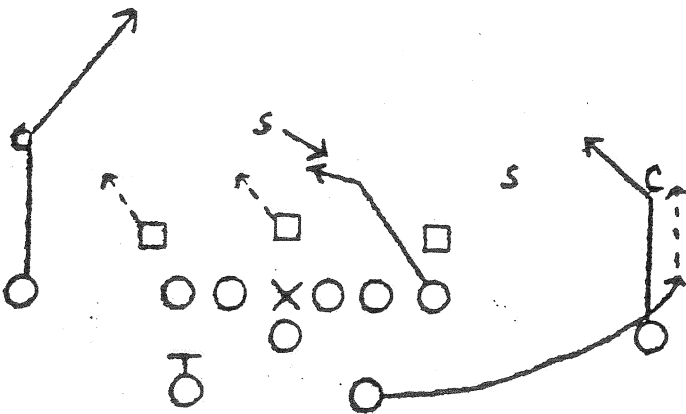


X - Deep turn

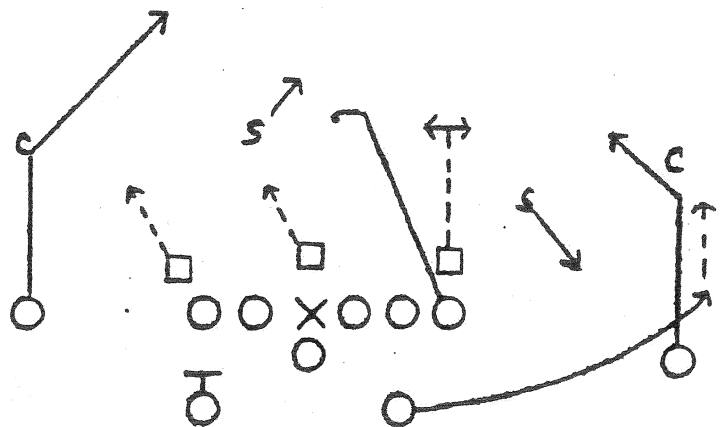
9 - Turn

Against a zone, a short
post is automatically made
a turn - drop back to 7-E

COMBINATION



SAFETY ZONE (INSIDE REVOLVE)

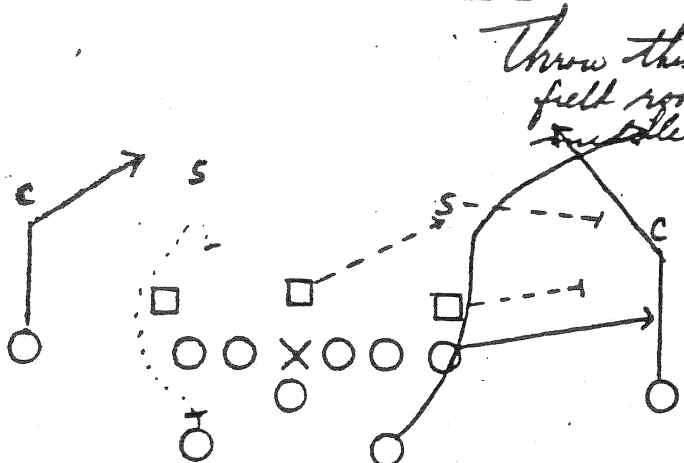


X - Deep turn

~~SPLIT RIGHT - GREEN RIGHT - FLAG~~
~~Open Right~~

10 Aug, 67.

DOUBLE (MAN FOR MAN)



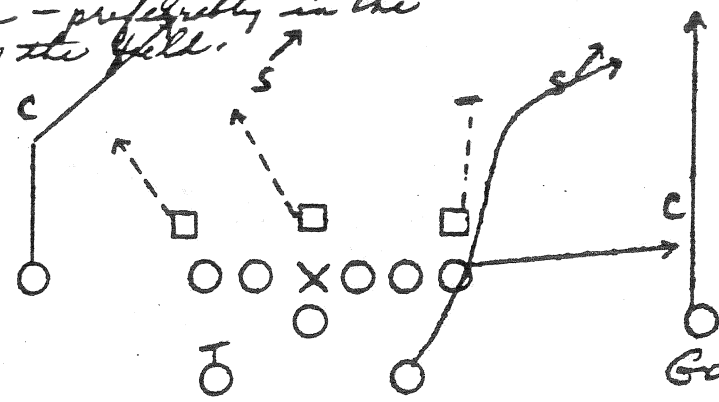
after checking for blitz let 8 get going count about a 1000 one or 1000 2 ego
 if no blitz responsible for weak

- 8 - Short post side LBer.
- X - Slant out
- 9 - Post

Positive 3 man pattern on strong side - go

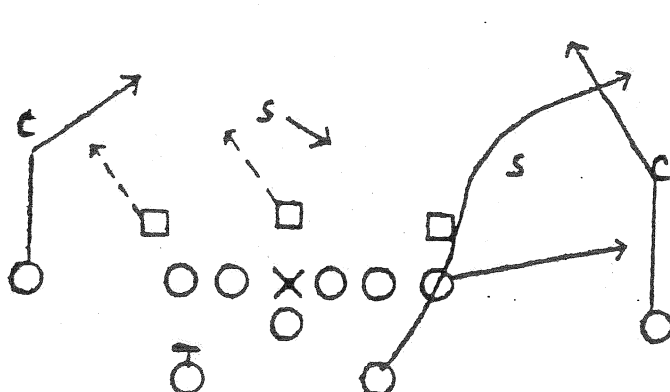
regardless of blitz - on all quarters or its. will have no one to block strong LBer if comes.

ZONE

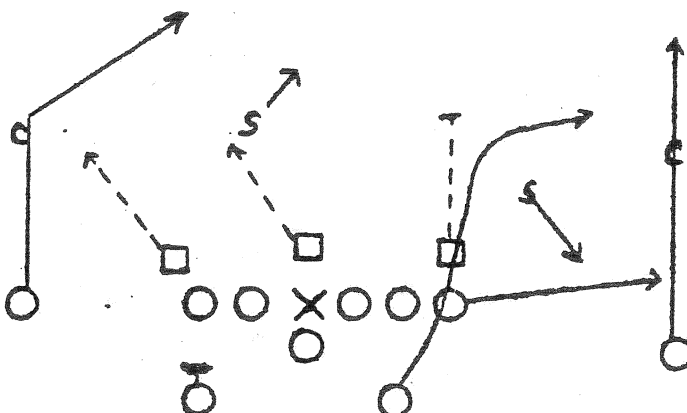


9 - Go

COMBINATION



SAFETY ZONE (INSIDE REVOLVE)

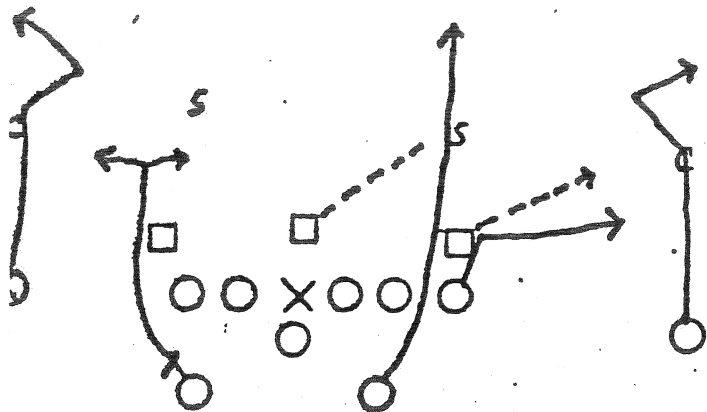


9 - Go

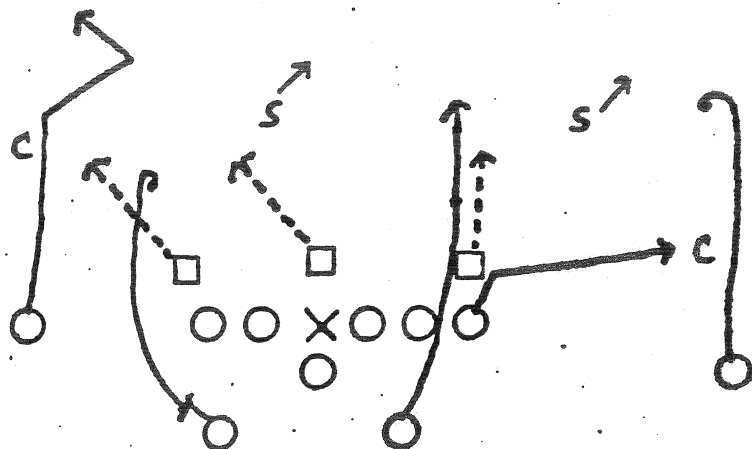
Back off - read strong LBer. if comes X will be looking for ball

* Green Right Deep Flore

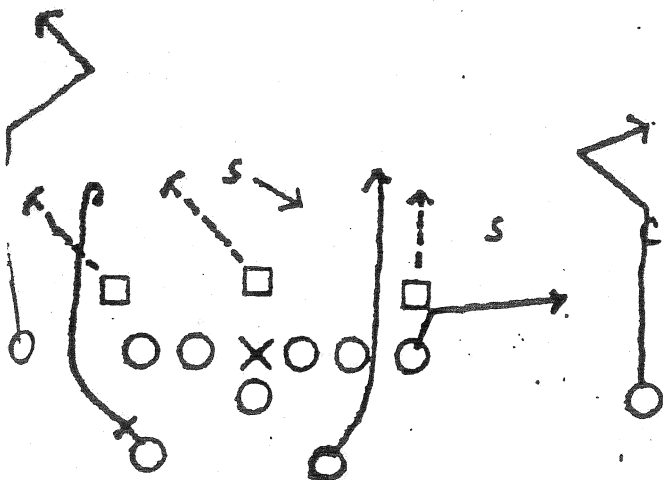
DOUBLE (MAN FOR MAN)



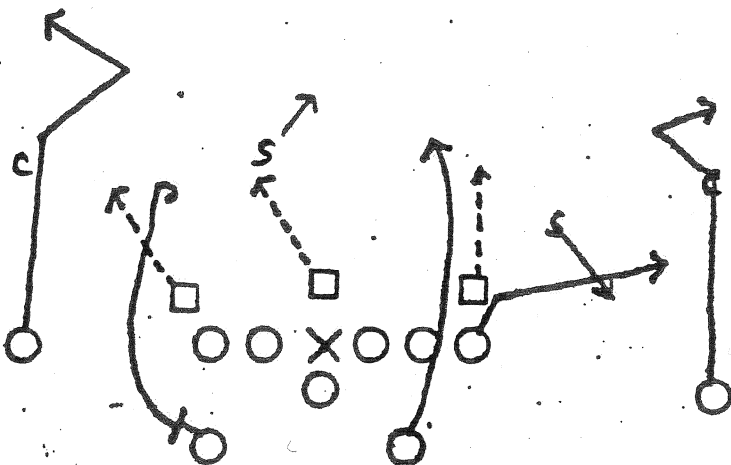
ZONE



COMBINATION



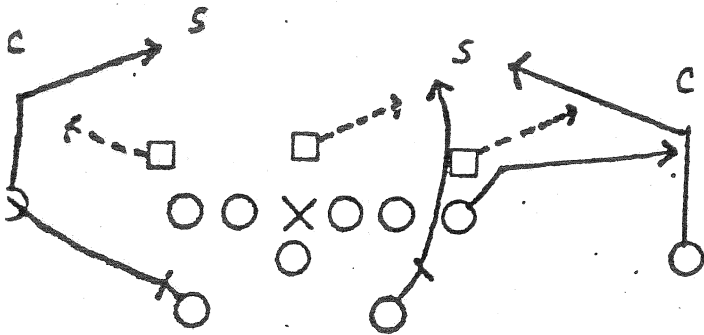
SAFETY ZONE (INSIDE REVOLVE)



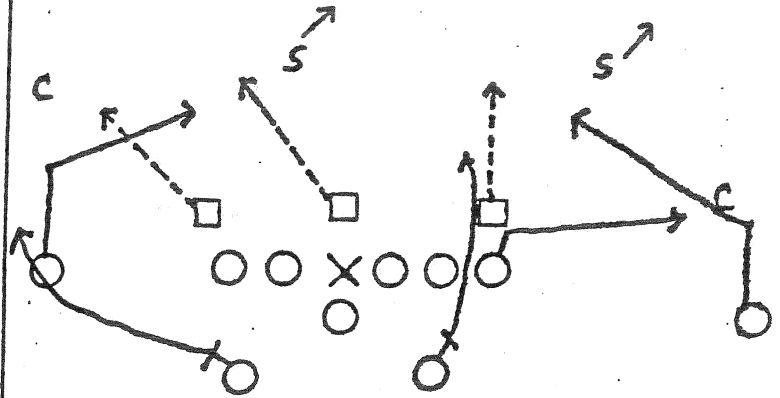
Check Strong L Ber

* Green X slant out (also have bro + it X slant out)

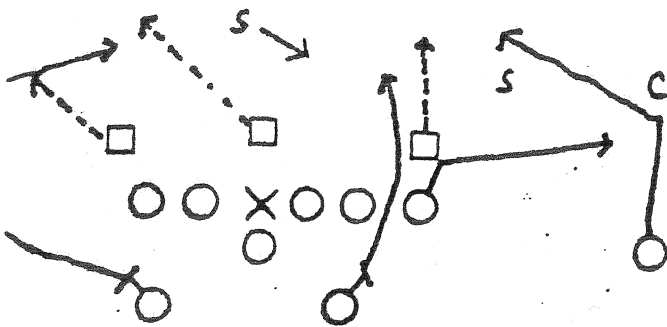
DOUBLE (MAN FOR MAN)



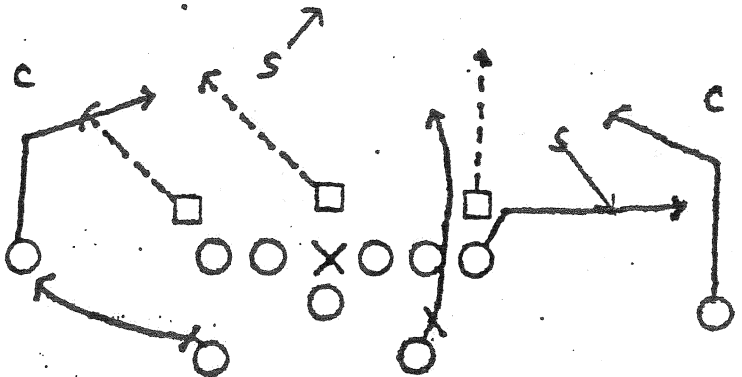
ZONE



COMBINATION

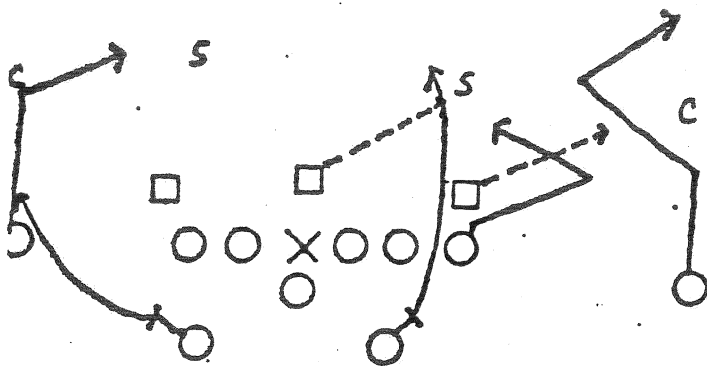


SAFETY ZONE (INSIDE REVOLVE)

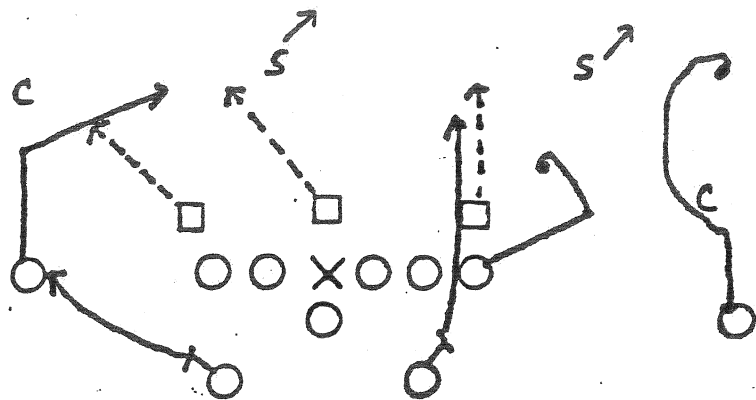


* Green X slant out and in

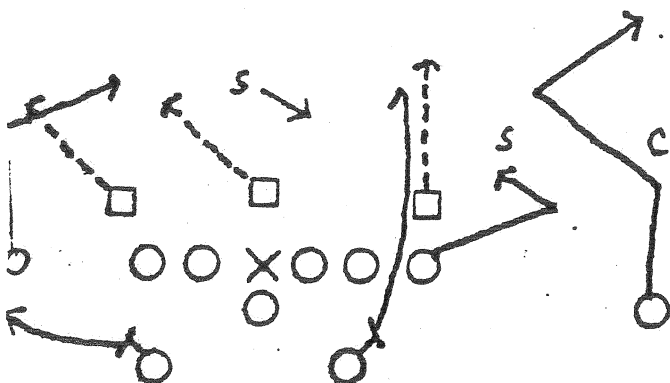
DOUBLE (MAN FOR MAN)



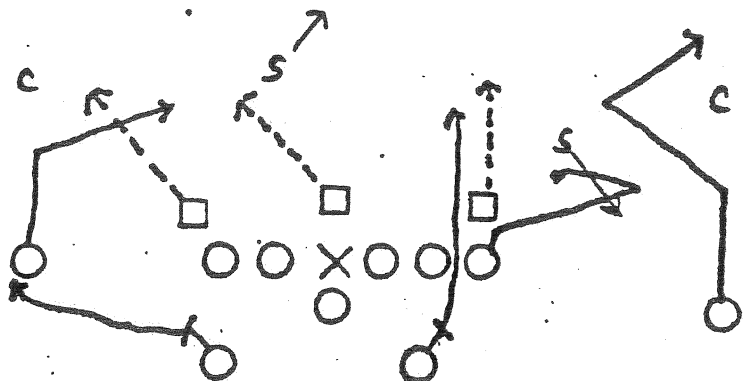
ZONE



COMBINATION

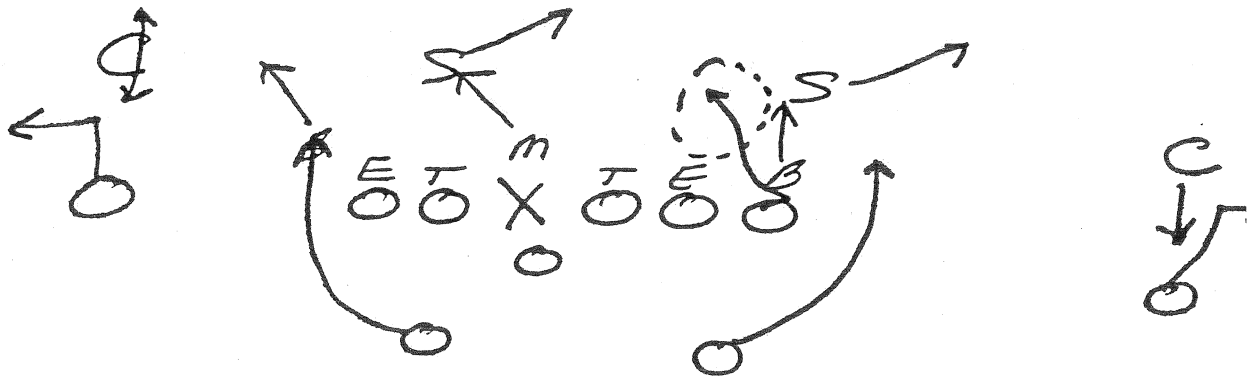


SAFETY ZONE (INSIDE REVOLVE)



on a blitz X dead go to 8 if free S. up
to 9 if feel can go to.

Green Fire hitch (hitch out) vs. Zor

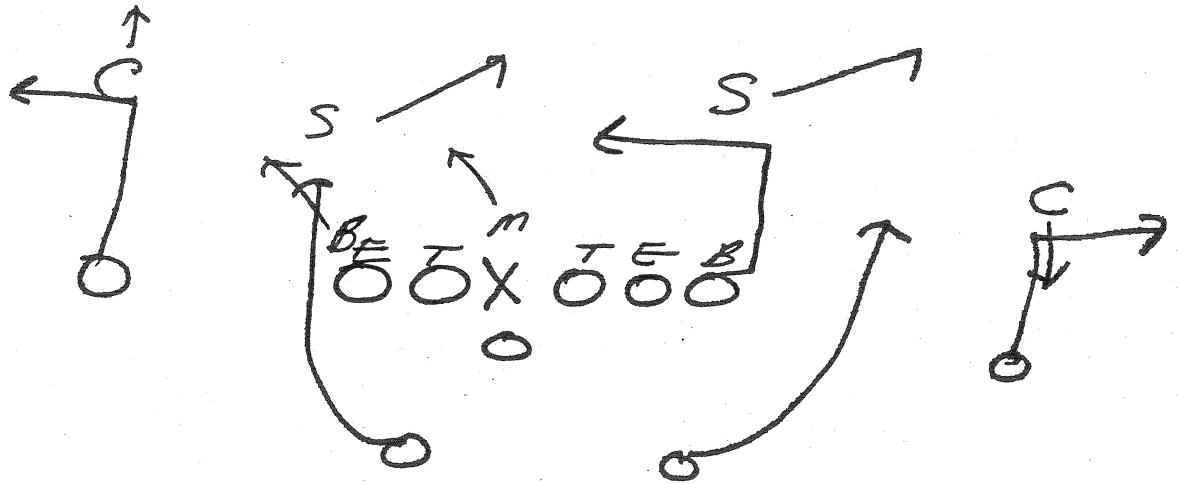


Bocks - don't follow LBars if they
have run where they were.
Stay out of line of fire

READ ZONE X first

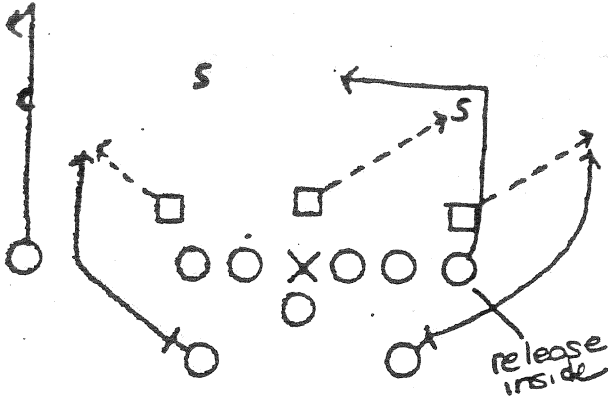
Green Sideline vs. Zone

read a zone go to split end - should be able to beat CLB on pattern



* SPLIT RIGHT
 GREEN - COMEBACK
 8C. 8. 860
 9C. 8. 860

DOUBLE (MAN FOR MAN)

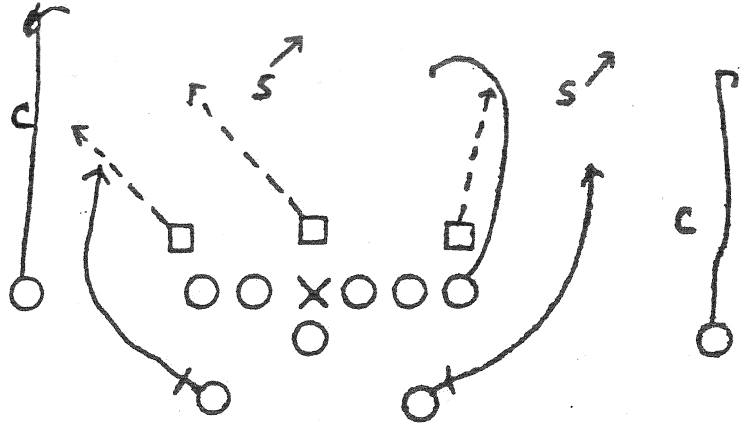


8 - 9 - Comeback at 15 yards.

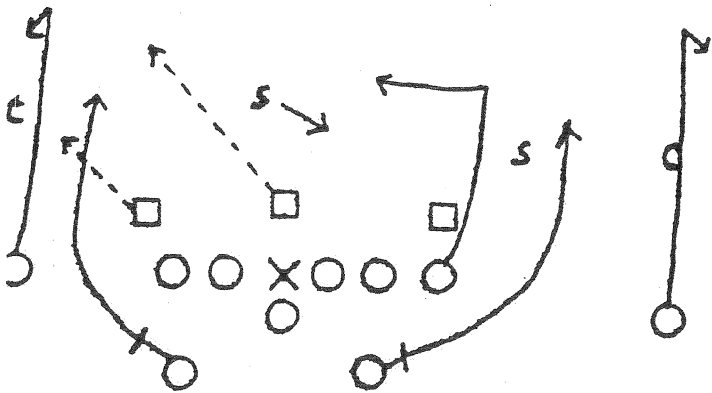
X - Center (vs. Zone pull up in open spot)

4 - 2 - Check blitz run SWING - Look for ball.

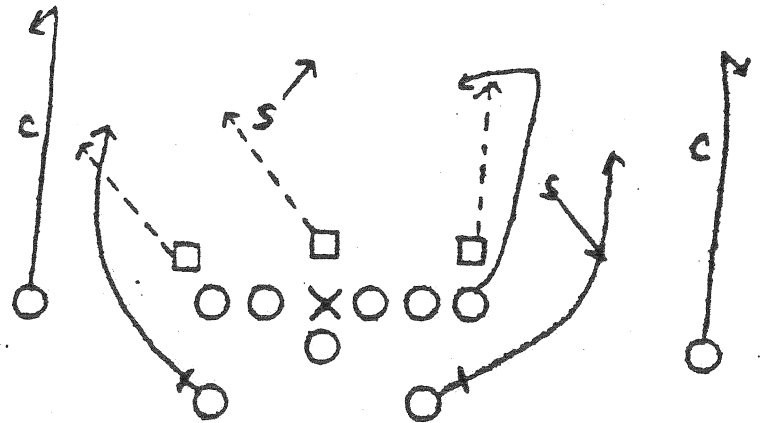
ZONE



COMBINATION

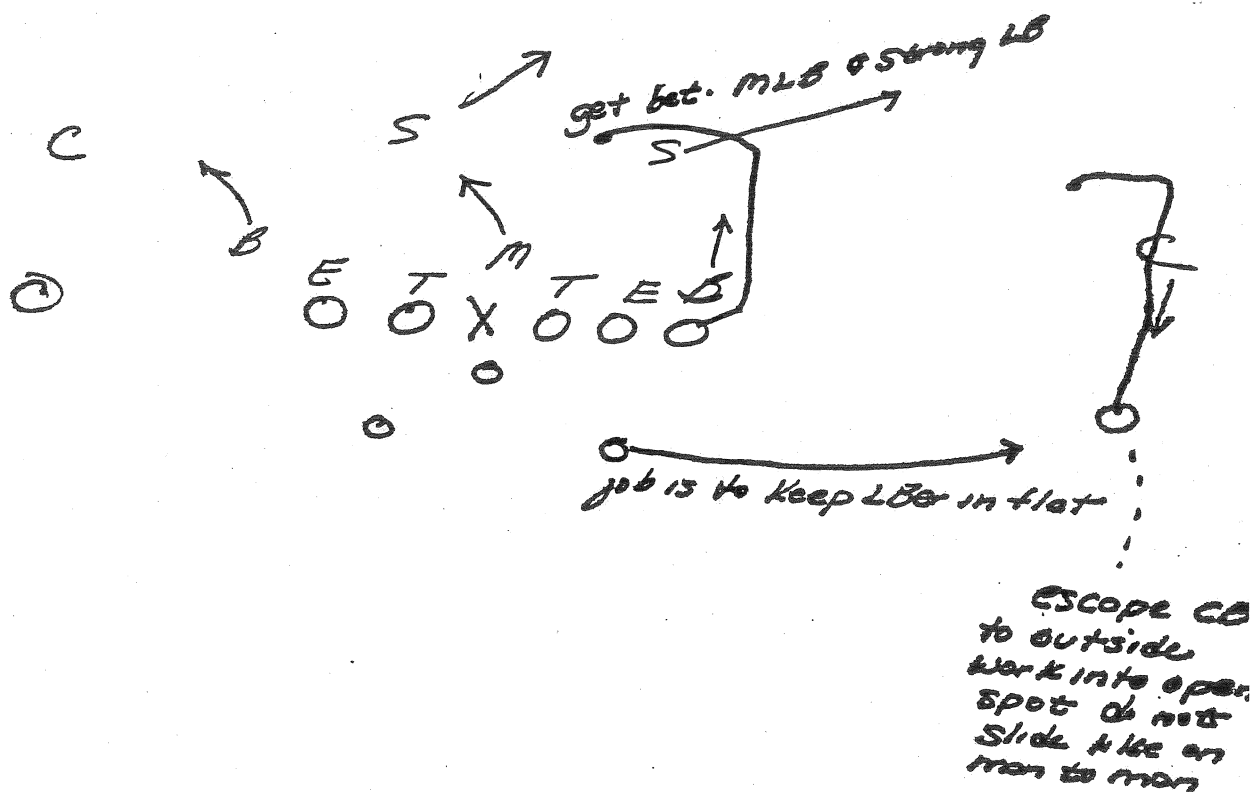


SAFETY ZONE (INSIDE REVOLVE)

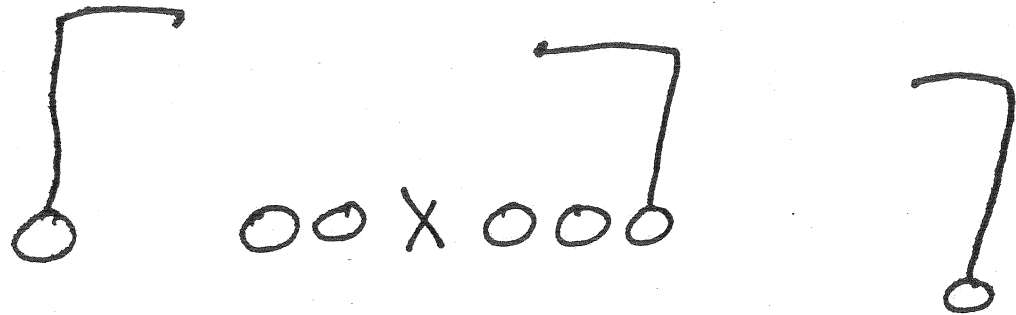


Green Turn vs. Zone

* When recognize zone go to strong side - first WB then X



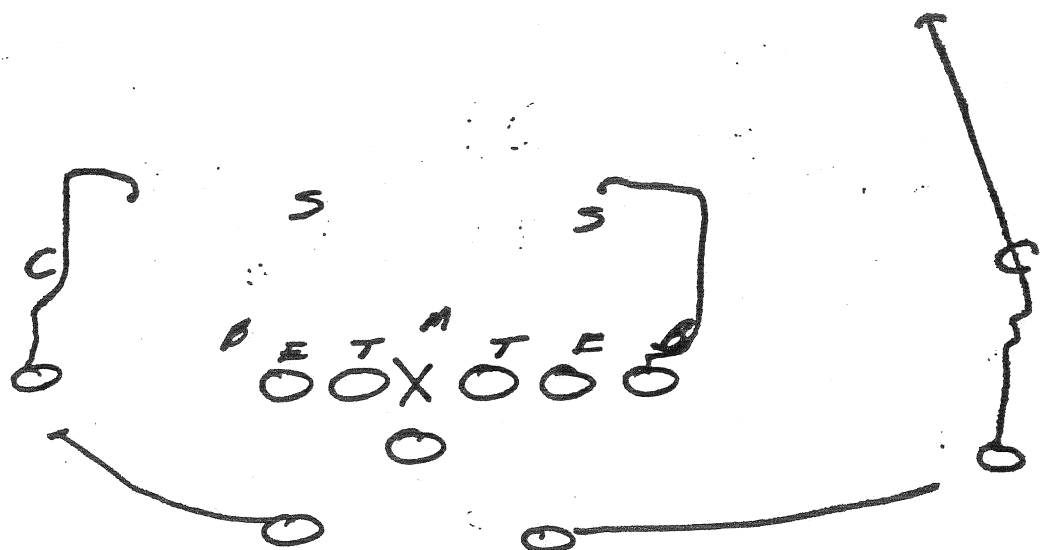
Green Turn 8 post (9)



If get a zone almost impossible
to hit a post so pull it up to a
TURN.

Key

Green Turn 9 post (8) MAN to MAN



Read the free safety

- ① if he drops to deep center field... go to 8 on your turn
- ② if he helps on turn to weak side (8)... go to 9 on a post

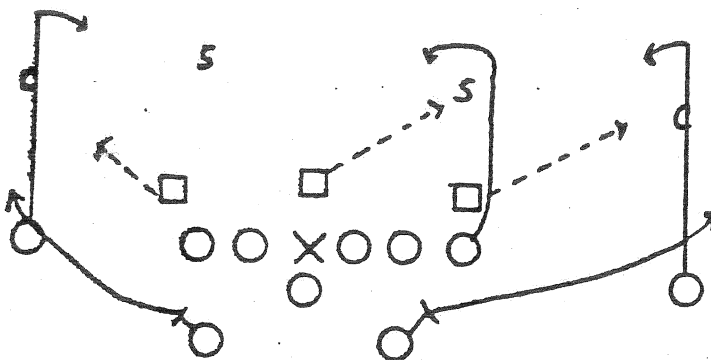
~~X~~ SPLIT RIGHT

GREEN TURN

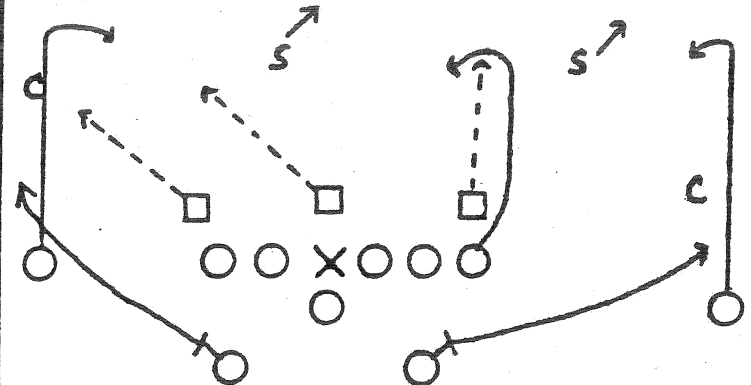
~~SINGLE~~ - free Safety drops 9 past
to center field 8 past

DOUBLE (MAN FOR MAN) free Safety
doubles up inside
out on 8

ZONE

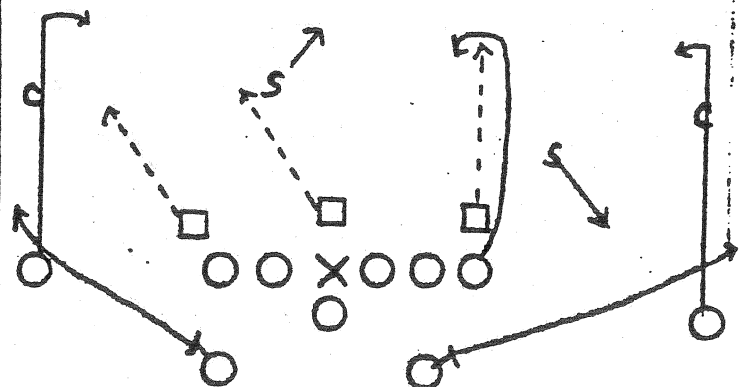
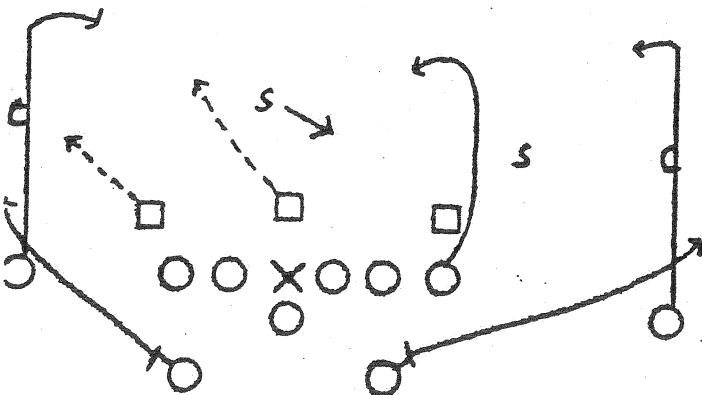


- 8 - 9 - Turn at 15 yards.
- X - Outside release. Turn at 10-12 yards.
- 2 - 4 - Check LB's for blitz - no blitz - run arrow.



COMBINATION

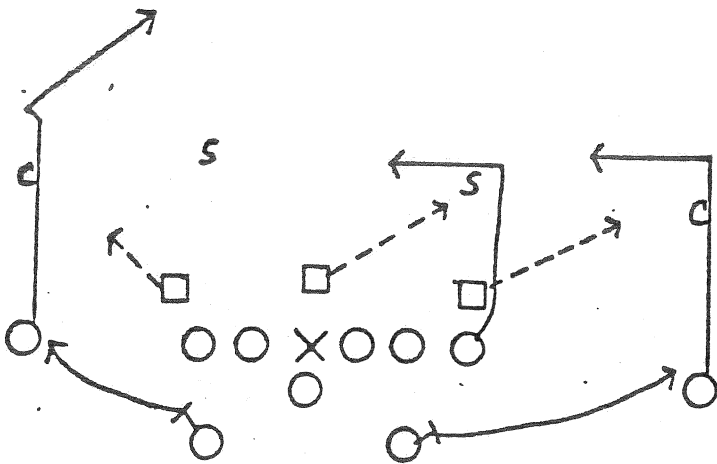
SAFETY ZONE (INSIDE REVOLVE)



SPLIT RIGHT
GREEN X-9 CENTER

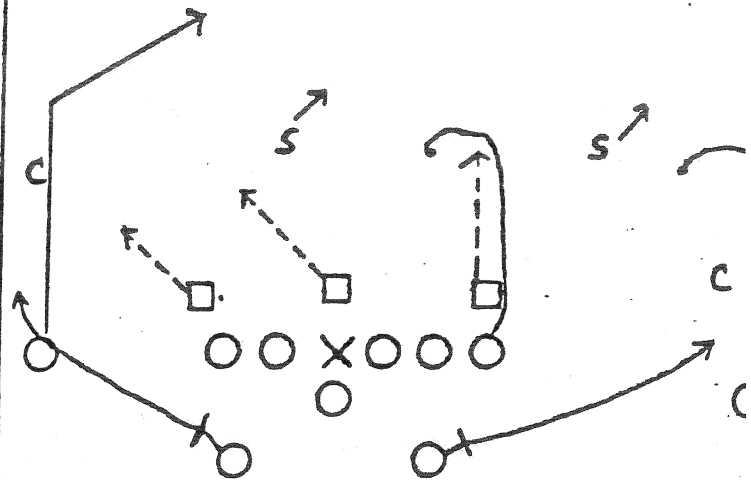
SR

DOUBLE (MAN FOR MAN)

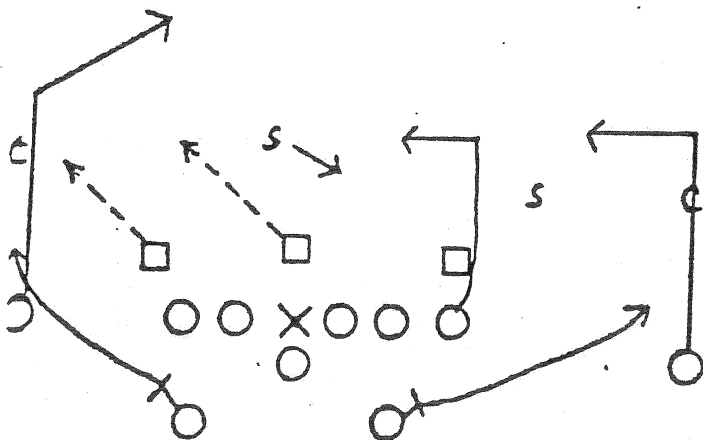


- 9 - Break at 15 yds.
- X - Break at 12 yds.
- 8 - Post
- 4-2 - Check blitz - run arrow.

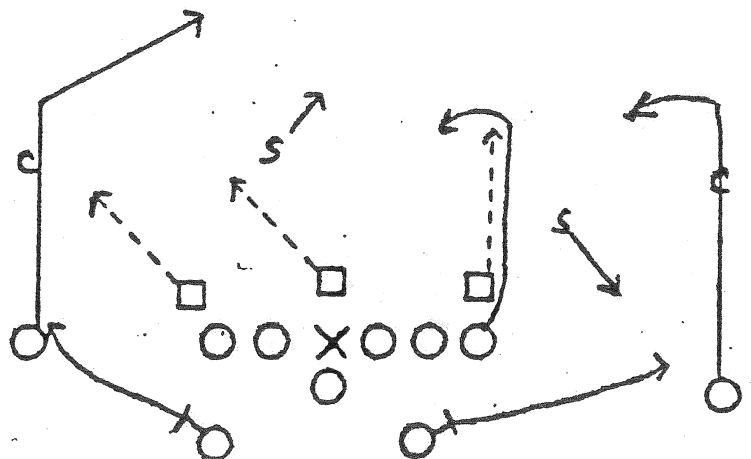
ZONE



COMBINATION

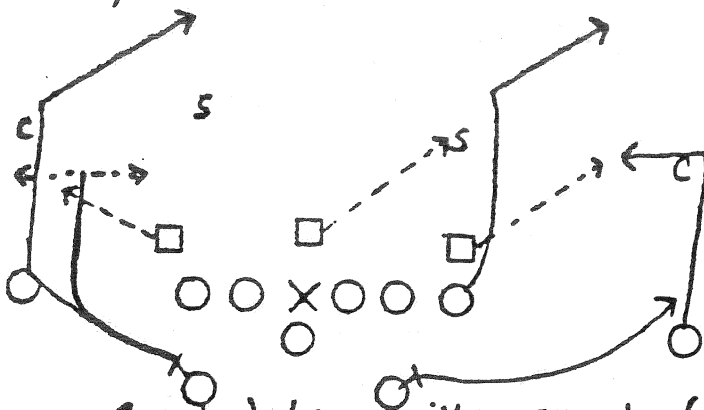


SAFETY ZONE (INSIDE REVOLVE)



*** SPLIT RIGHT**
GREEN - X CORNER

DOUBLE (MAN FOR MAN)



4 - asked of arrow will run on option (depending

9 - Center (vs. ZONE - Turn at 12 yds) on LBer - for or circle)

8 - Post

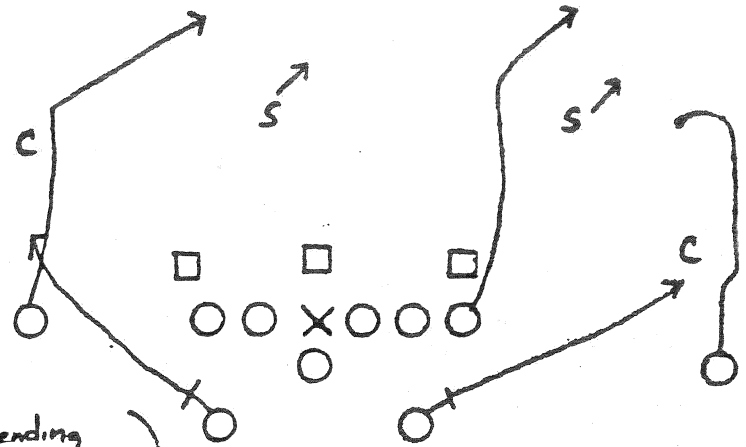
4 - 2 - Check blitz run arrow. #2 Do not go upfield

Options. *look for X first then 9 if covered*

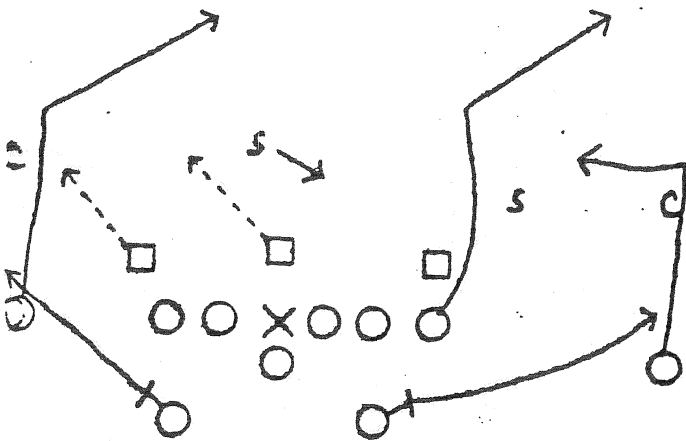
6 Post turn. 8 - Post turn

8 - Short Corner.

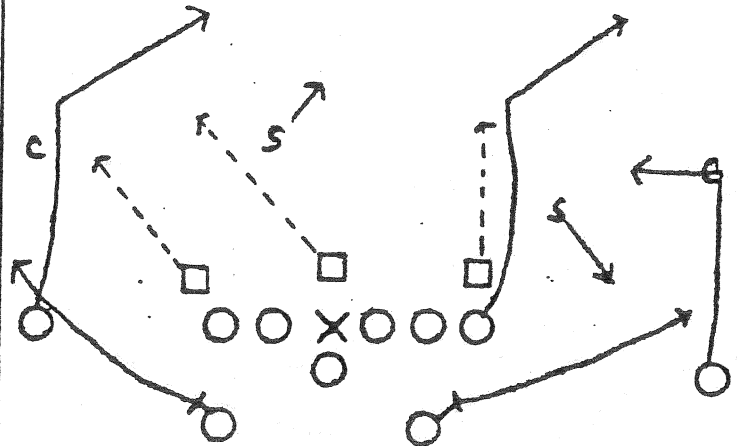
ZONE



COMBINATION

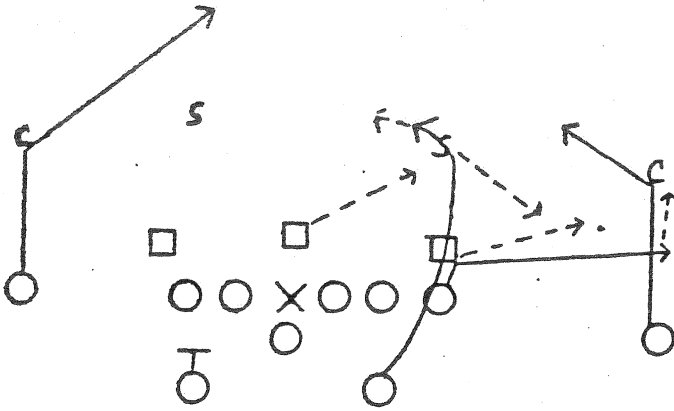


SAFETY ZONE (INSIDE REVOLVE)



SPLIT RIGHT - GREEN RIGHT - SHORT POST (FLARE)

DOUBLE (MAN FOR MAN)

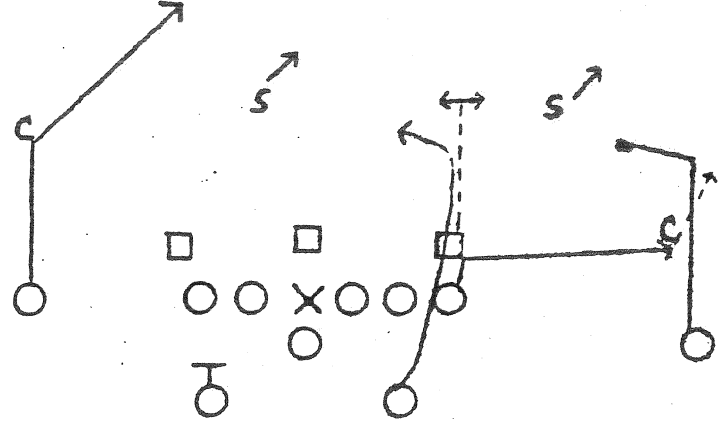


8 - Post

2 - Flare (Circle)

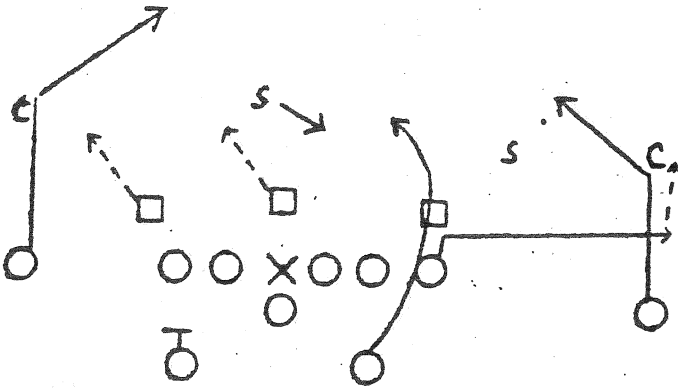
X - Slant Out

ZONE

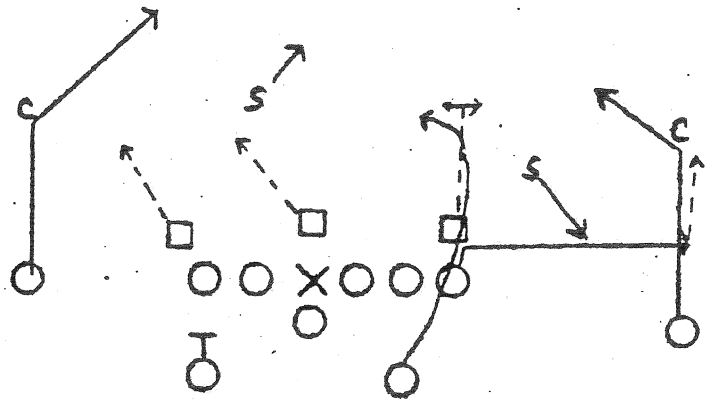


9 - Turn

COMBINATION



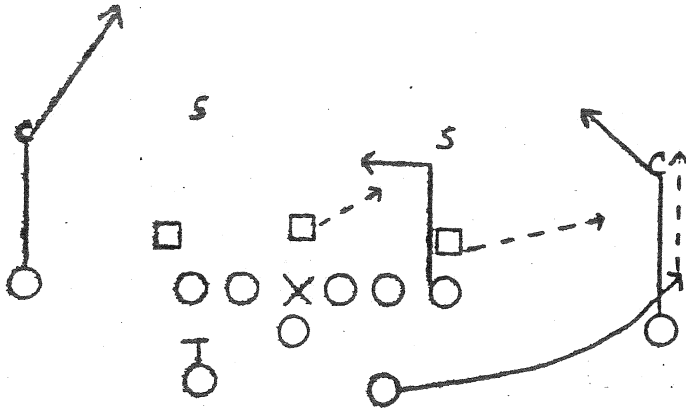
SAFETY ZONE (INSIDE REVOLVE)



SPLIT/RIGHT - GREEN RIGHT - SHORT POST - *tough pattern against a zone*
Open

DOUBLE (MAN FOR MAN)

X

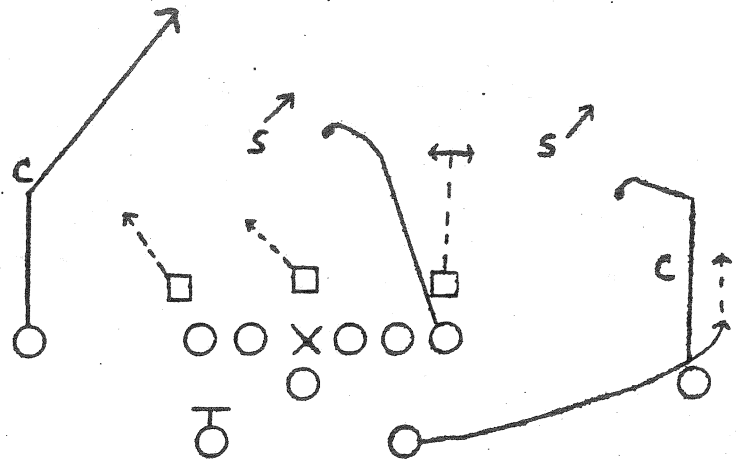


S - Post

X - Over

2 - Arrow

ZONE

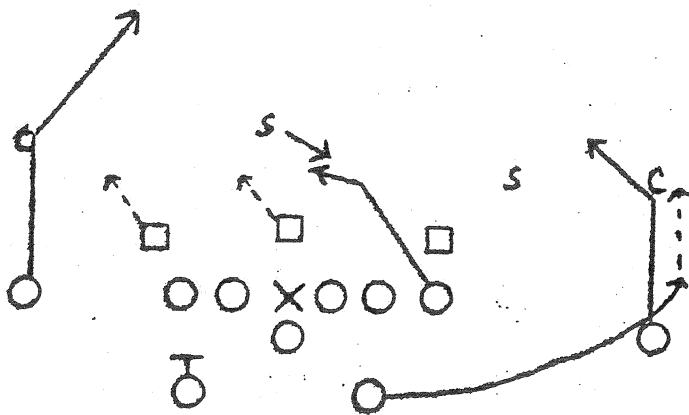


X - Deep turn

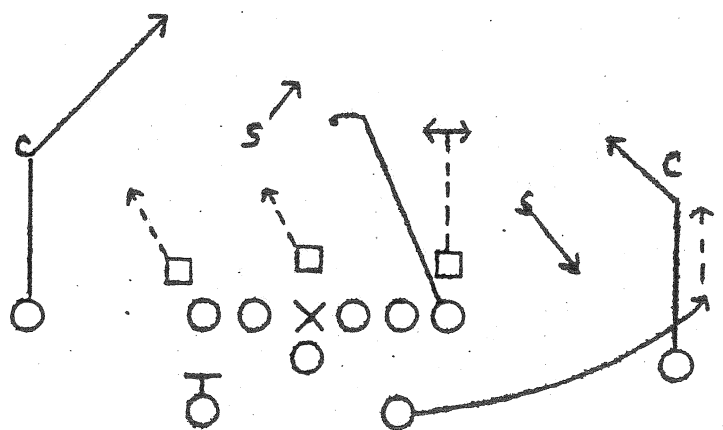
9 - Turn

Against a zone, a short post is automatically used a turn - drop back to 7-E

COMBINATION



SAFETY ZONE (INSIDE REVOLVE)

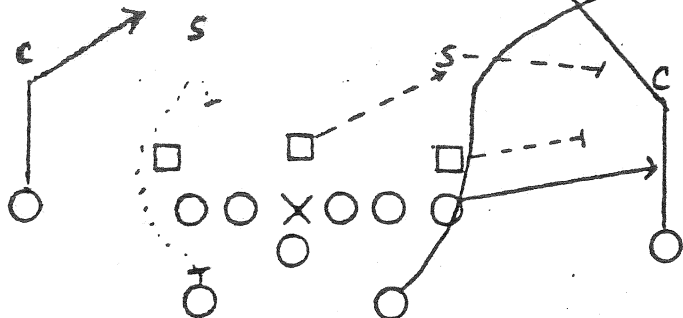


X - Deep turn

10 Aug. 67.

ZONE

Throw this pass when you have
field room - preferably in the
middle of the field. ↑

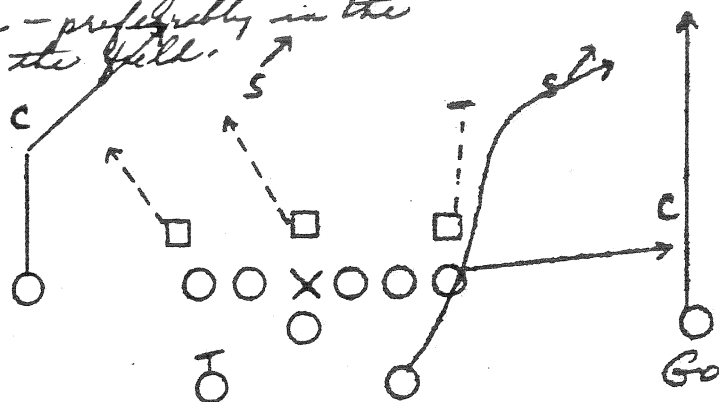


after checking for blitz let 8 get
going Count about a 1000 one a 1000 2 @ 90
if no blitz. responsible for weak
Short post side Lber. 9

8 - Short post

X - Slant out

9 - Post



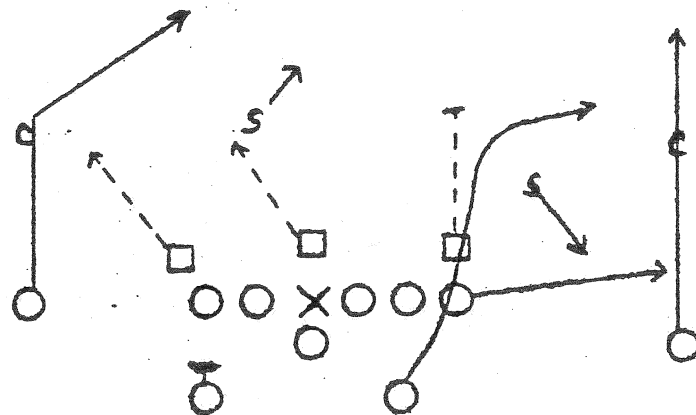
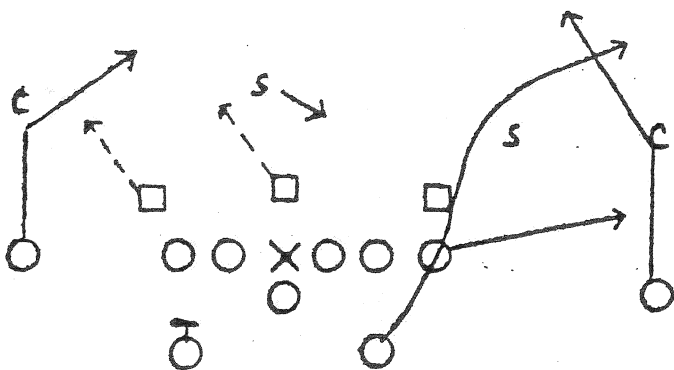
9 - Go

Positive 3 man pattern
on strong side - go

On strong side I go
regardless of blitz - on all given rts or lts. will have
no one to block strong side if comes.

COMBINATION

SAFETY ZONE (INSIDE REVOLVE)

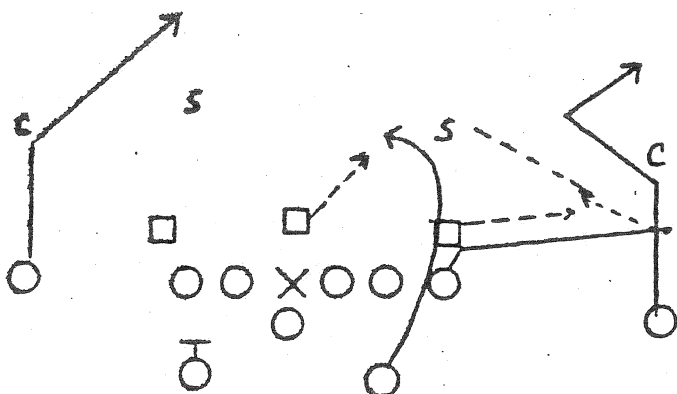


9-60

Back off - read strong 1 Ber. it comes
X will be looking for ball

SPLIT RIGHT - GREEN RIGHT - SHORT CORNER (FLARE)

DOUBLE (MAN FOR MAN)

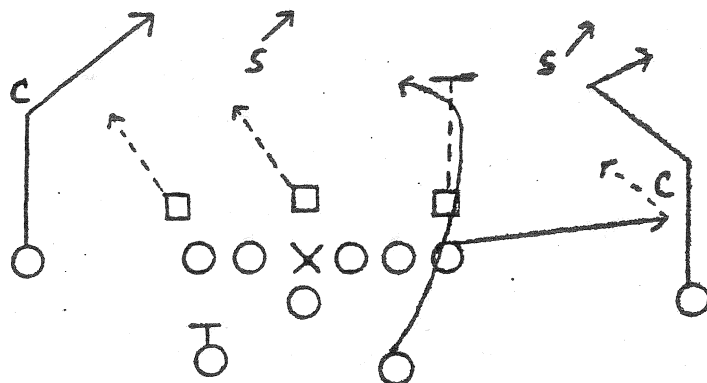


S - Post

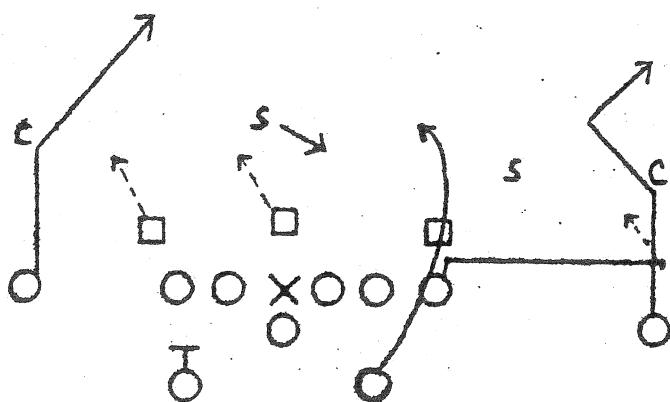
C - Flare (circle)

X - Slant out

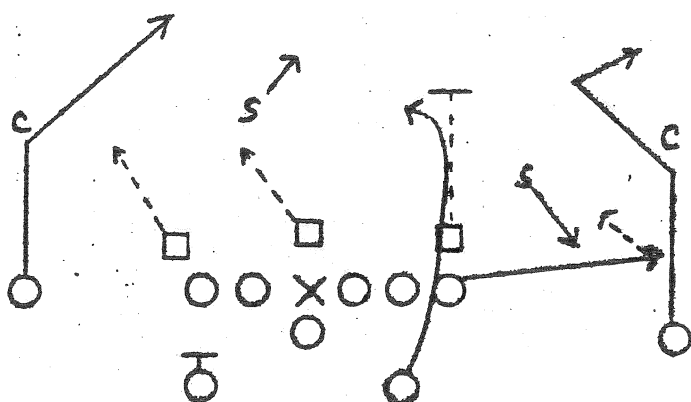
ZONE



COMBINATION

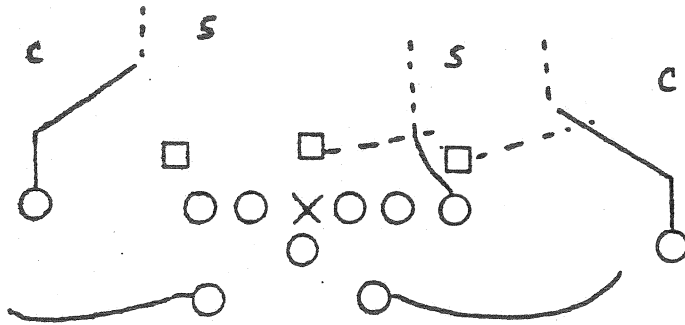


SAFETY ZONE (INSIDE REVOLVE)



GREEN FIRE - SLANT

DOUBLE (MAN FOR MAN)

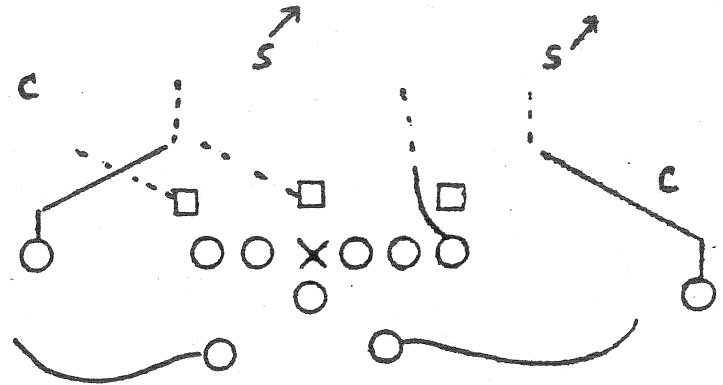


$\frac{8}{9}$ - Slant

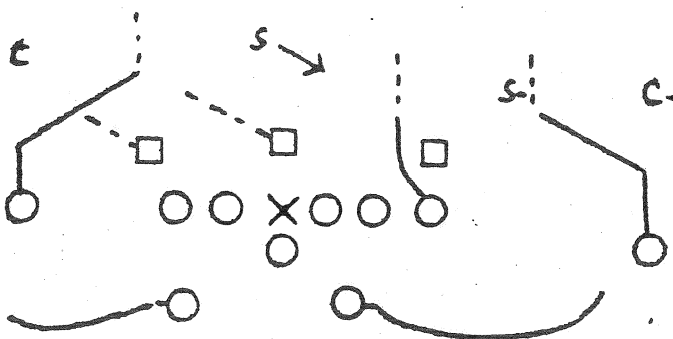
$\frac{X}{1}$ - Quick

$\frac{2}{4}$ - Fire toward LB'ers - no blitz-divide.

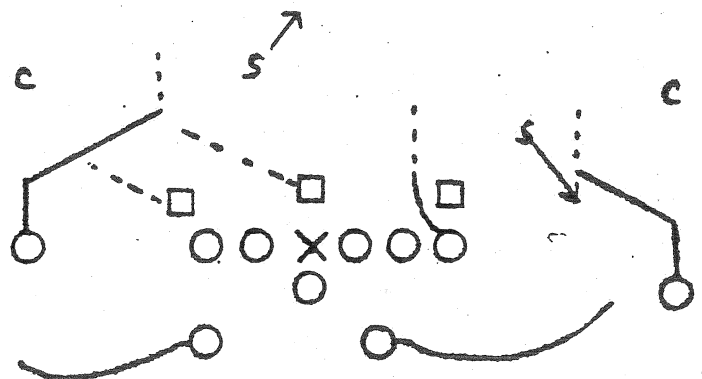
ZONE



COMBINATION

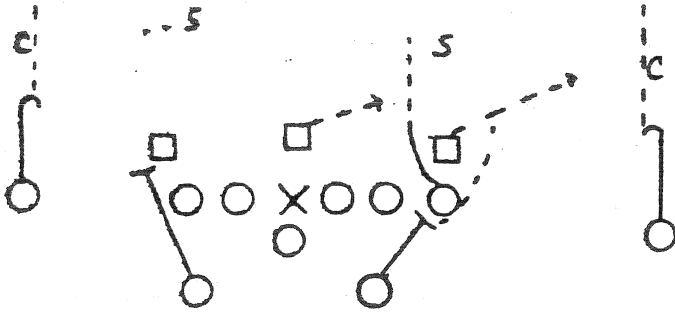


SAFETY ZONE (INSIDE REVOLVE)



X
GREEN FIRE HITCH 5 yards
Green - indicates to backs primarily a receiver blocker
Fire - linemen fire out

DOUBLE (MAN FOR MAN)

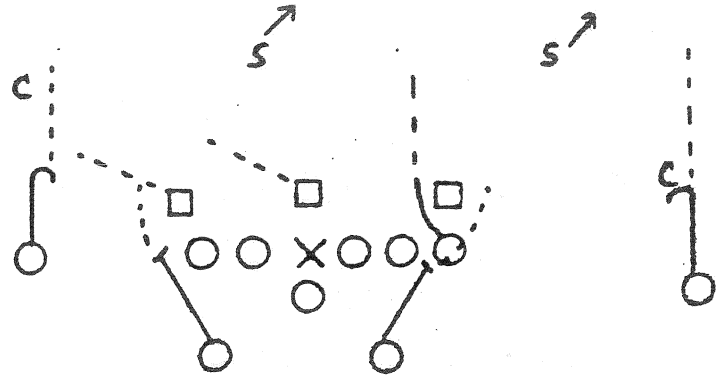


- 9 - Hitch (and go)
- $\frac{X}{8}$ - Quick
- 8 - Hitch (and go)

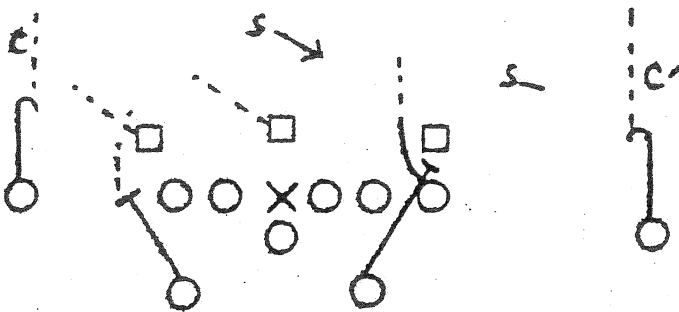
$\frac{2}{4}$ } Fire towards linebacker- no blitz-flare.

*QB - get back quickly, set, throw
 put ball between head shoulders & belt*

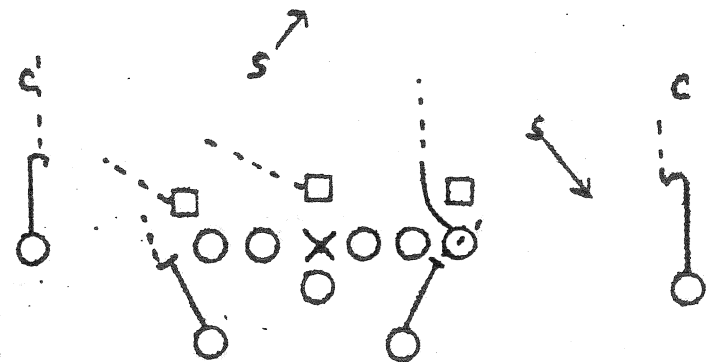
ZONE



COMBINATION

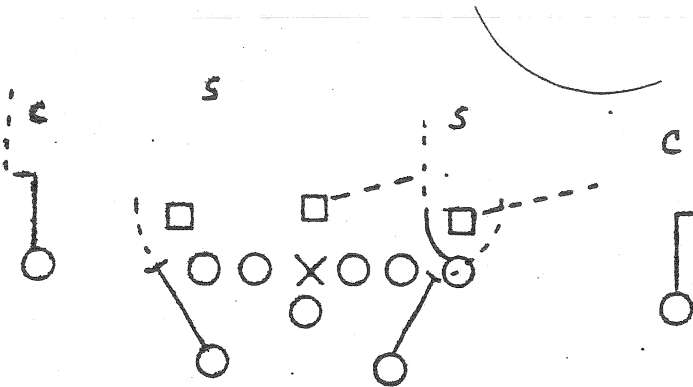


SAFETY ZONE (INSIDE REVOLVE)



* GREEN FIRE - HITCH OUT

DOUBLE (MAN FOR MAN)

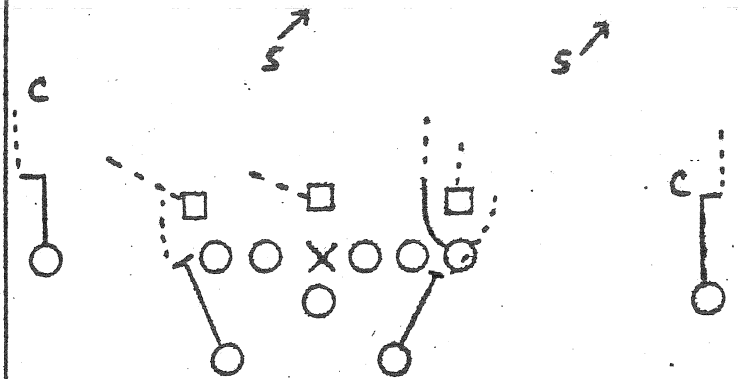


$\frac{8}{9}$ - Hitch out (and go)

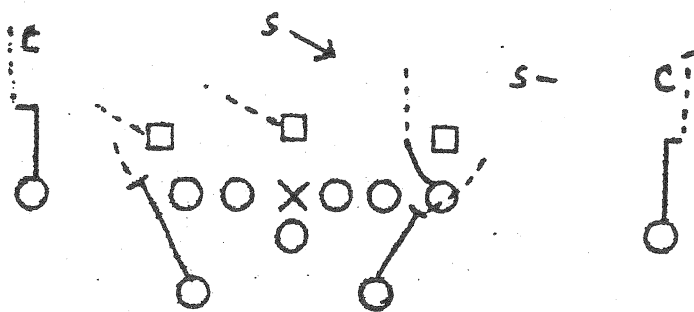
$\frac{1}{2}$ - Quick

$\frac{2}{4}$ - Fire toward LB'ers-no blitz-flare.

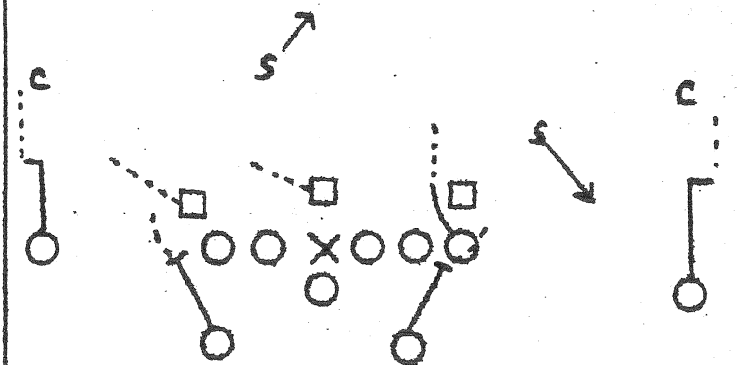
ZONE

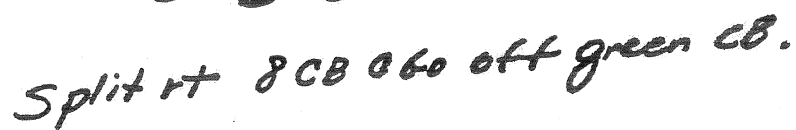


COMBINATION



SAFETY ZONE (INSIDE REVOLVE)

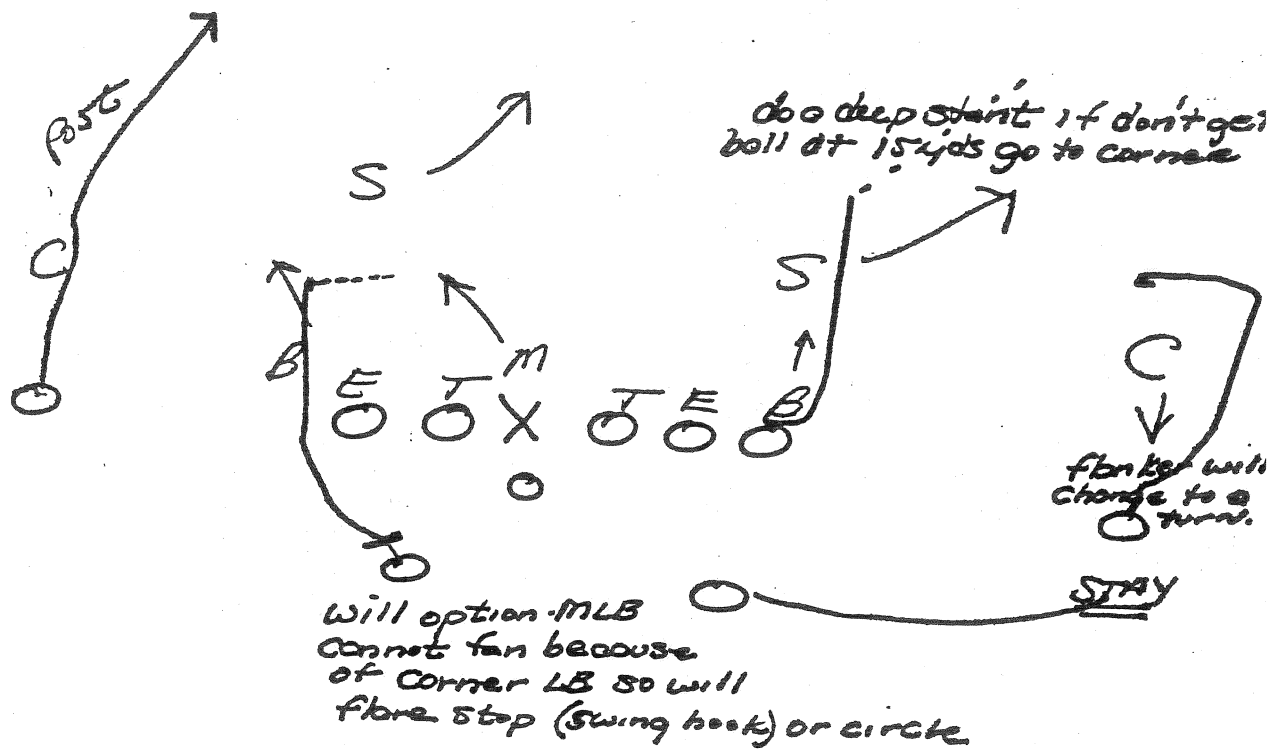




Key

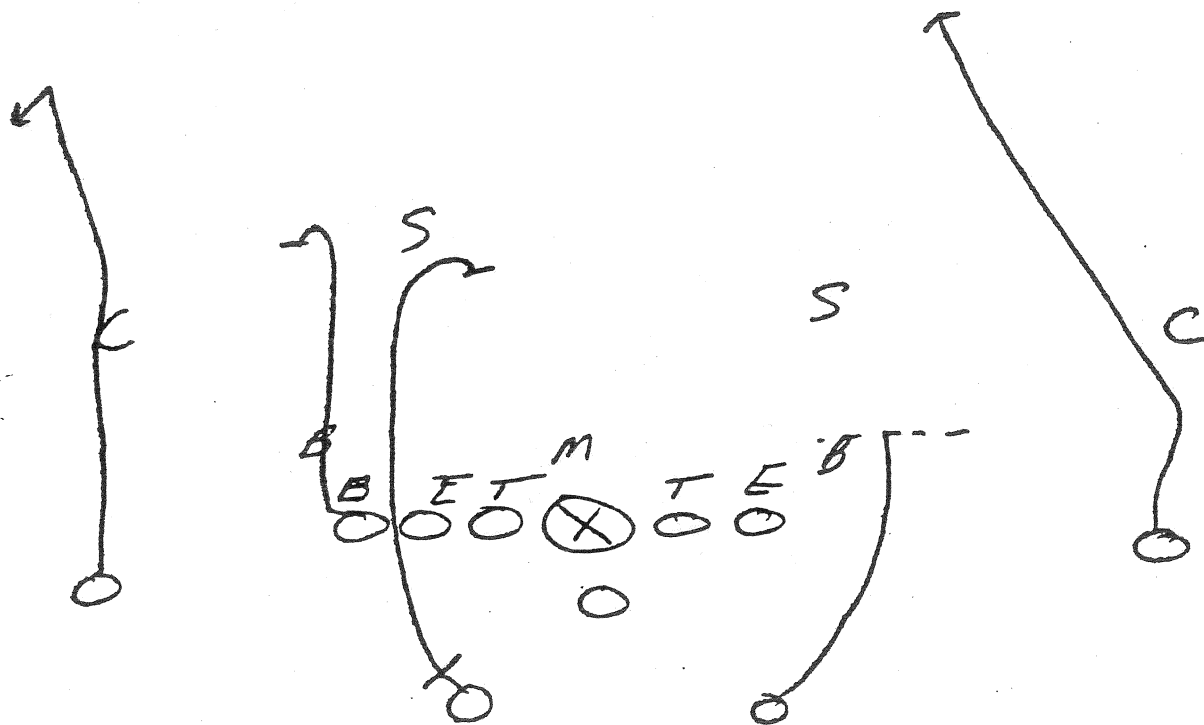
if he drops to center go to primary receiver (60!)

Green X corner vs. zone

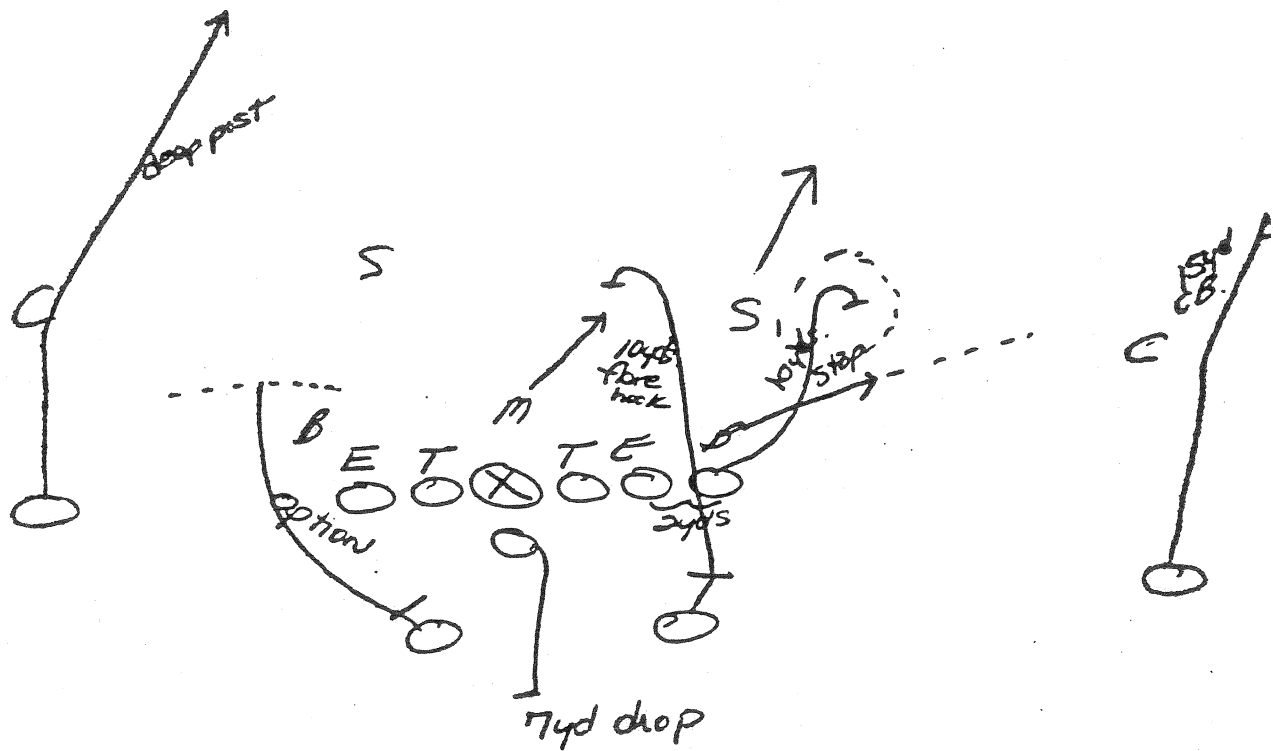


LOOK AT FLANKER
OR X

* Green X stop



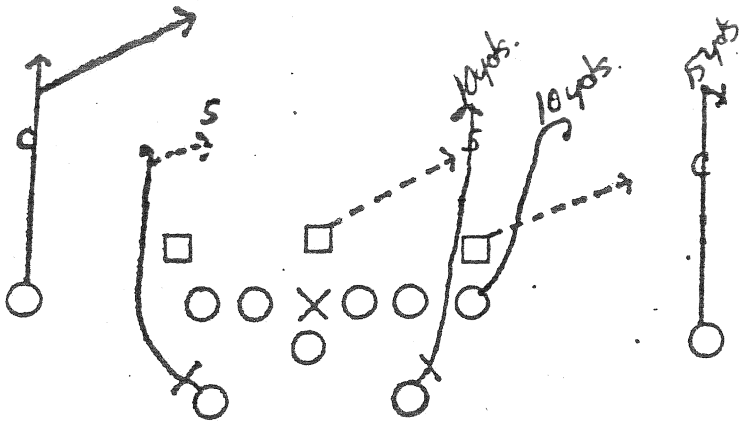
* Green X stop



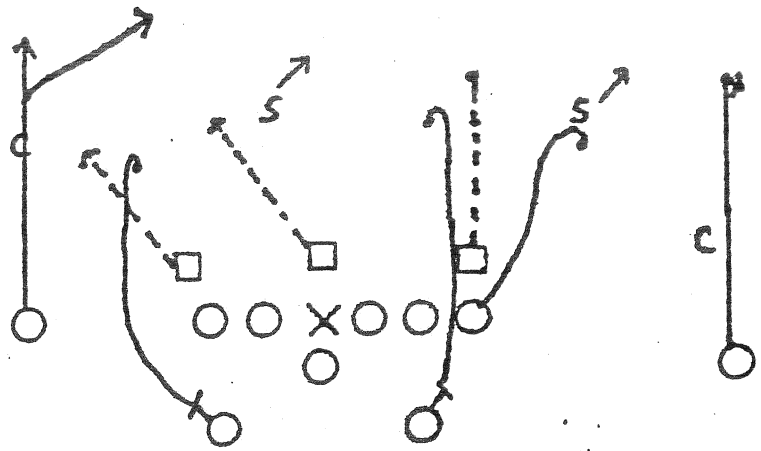
- ✓ single X 9
- Double zone X then 2
- ✓ Roll zone 2 then X
- ✓ Safety zone 9 CB.
- Combination 8 post

* Green X stop (split rt or lt.)

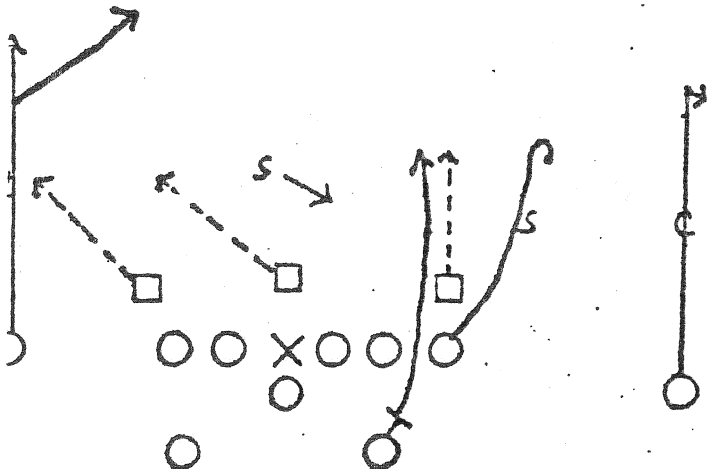
DOUBLE (MAN FOR MAN)



ZONE



COMBINATION



SAFETY ZONE (INSIDE REVOLVE)

